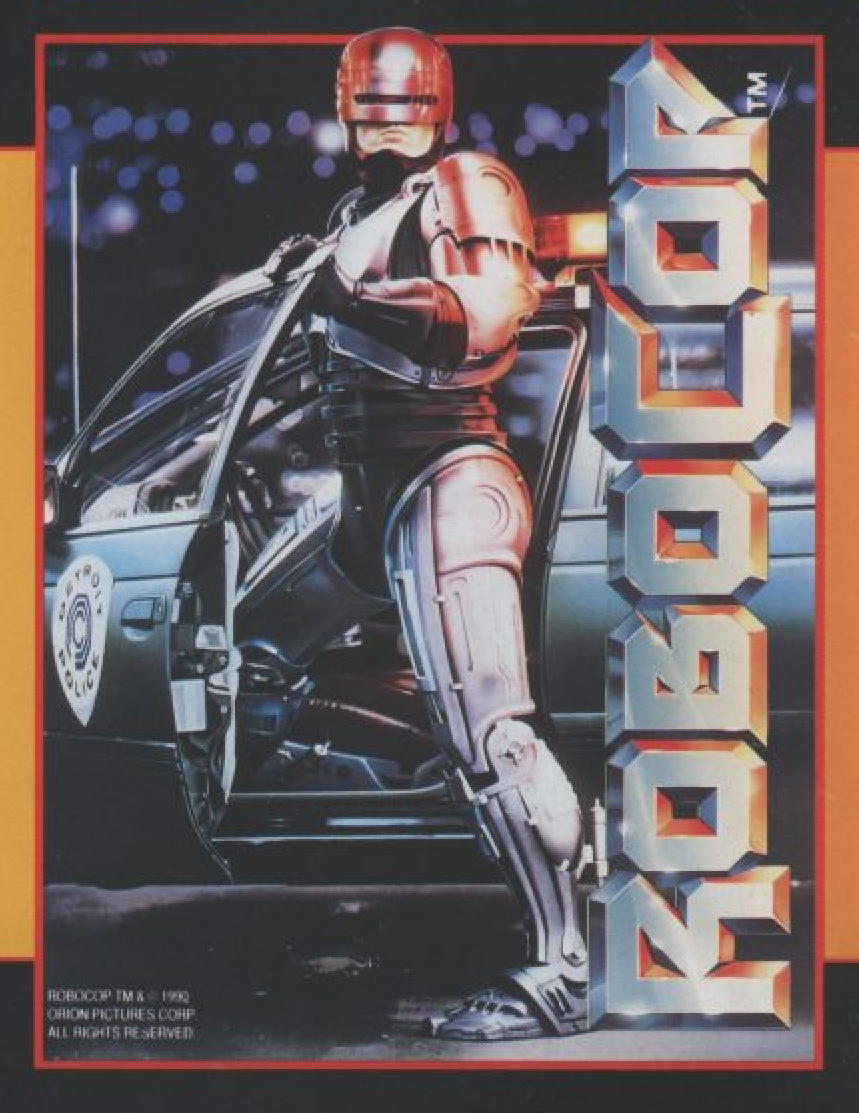
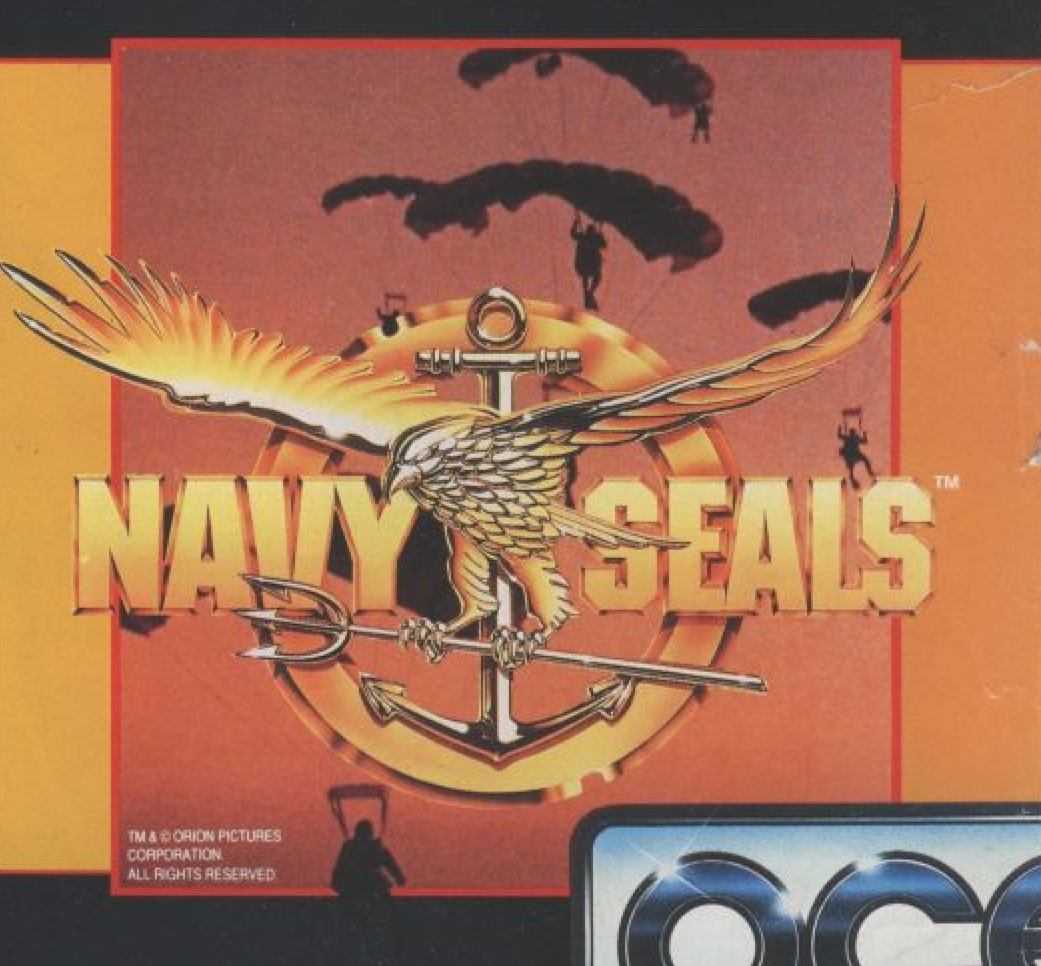

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RED HOT GAME

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GAME BOY™ Games console





CONTENTS

FEBRUARY 1992 ISSUE 123

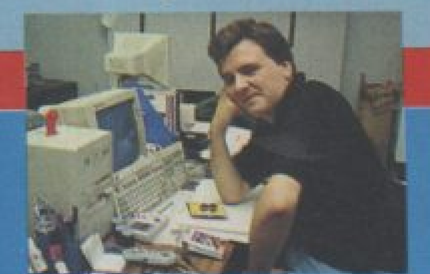
REVIEWS





GO! FAB FOURTH ISSUE!!

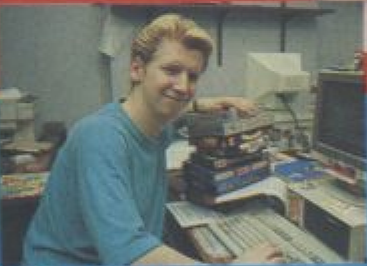
It's unbelievable! This month's cover game Robocop 2 gets a full EXCLUSIVE Game Boy shakedown in Britain's ONLY mag for hand-helds, as does the fab Terminator 2 cart - the cover of this month's CVG! Game Gear fans can be dumbstruck by GO! Reviews of Ninja Gaiden and Galaga '91 and there's tons of stuff for Lynx and PC Engine GT owners too - including a massive GT Lowdown! What more could you ask?



EDITOR
TIM BOONE
(PIRATES MAY BE NASTY, BUT...)
"When I was at school me and my mates used to crawl under the partitions in our lockers and pinch sweets out of the other kids' lunchboxes. It was daylight robbery, we did it for ages and nobody caught on. It was terrible and I still feel guilty - about once every ten years."



DEPUTY EDITOR
FRANK O'CONNOR
"The worst thing I ever did was lossen the bolts on this kid's bike and bet him he couldn't ride down this hill in less than thirty seconds. He pelted off down the slope, the bike fell apart and he went flying. I feel terrible about it now."



ART EDITOR
JON BILLINGTON
"When I were a lad I used to hide under the stairs, jump and out scare my grandad stupid. One day he was so petrified he almost had a heart attack, so I got taken to one side and given a real telling off. It didn't work, though - 'cos I still do it at work and it's a great laugh."



STAFF WRITER
PAUL RAND
"I once sprayed loads of air freshener on my little brother's arm - to see what would happen and it came up in this massive 'orrible lump - you've never seen anything like it. I've been feeling guilty about it all week..."

MANAGING EDITOR JULIAN RIGNALL
"There was this kid I really hated in the school rugby team, so I sprayed loads of Raljex in his underpants and he was hopping around in agony for ages. It was a horrible thing to do, but bloody funny and he deserved it."



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DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597. THIS MONTH'S QUICKIE QUIZ: WHADDYA CALL SOMEBOY WHO DOESN'T KNOW THE ANSWER TO LAST MONTHS? ANSWER NEXT ISH.
AND FINALLY, HELLO TO EVERYONE LIVING IT UP IN PENNSYLVANIA - YOU KNOW WHO YOU ARE!

ED-FIRST

Welcome to another action-packing, thrill stacking, gob smacking issue of Britain's greatest games mag! Inside these very pages you'll find all the latest and greatest games on your machine - and whatever you got for Christmas you can bet your booties we cover it here!

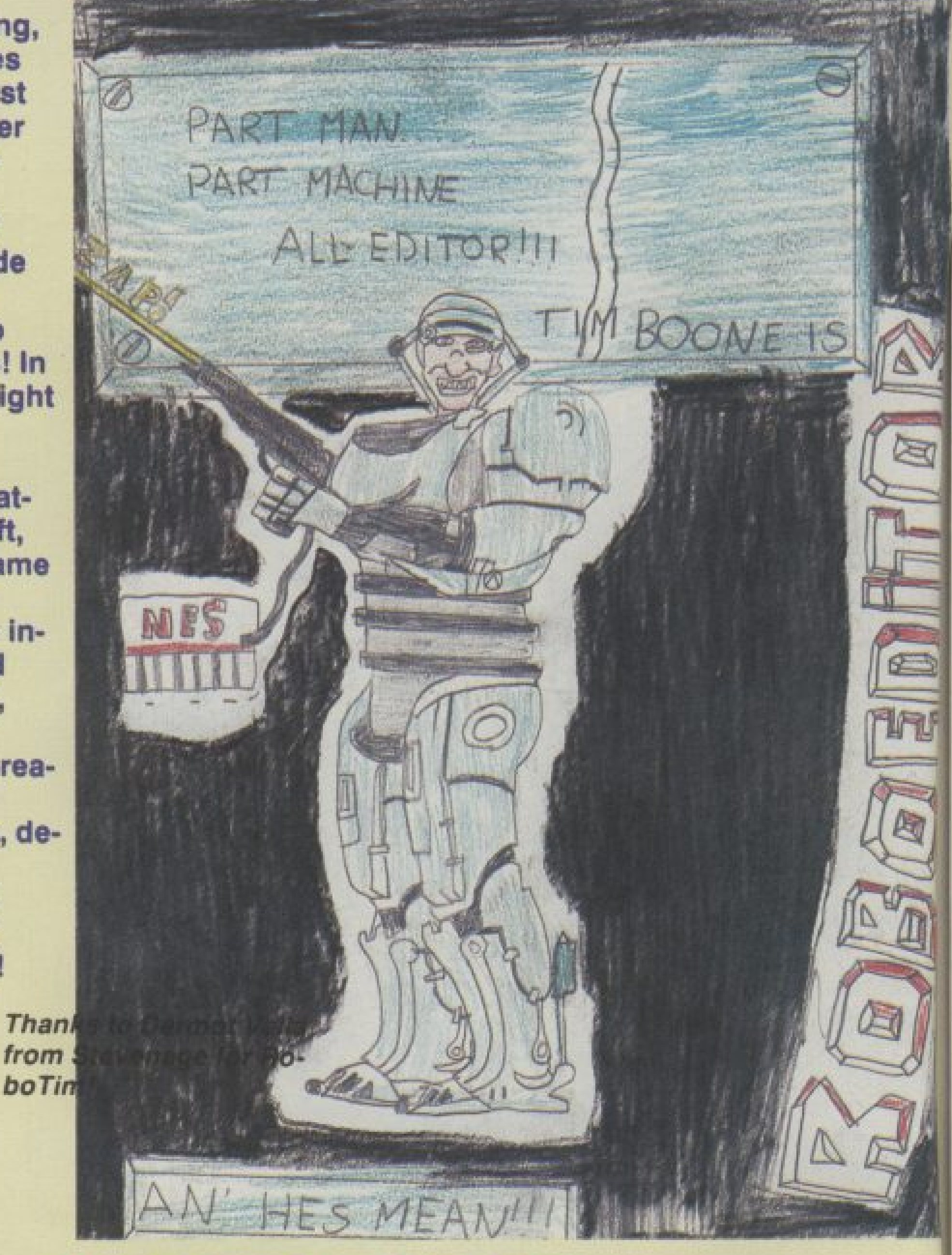
First off, check out the incredible latest issue of GO! nestling gently inside these lovely pages. Inside you'll find the world's first EVER review of the incredible Terminator 2, Robocop 2 Exclusive and so much other great stuff you won't believe your eyes! In fact it's stuffed with so much hand-held action it might just stunt your growth, so handle with care...

If T2 on the Gameboy ain't enough, we've also scooped the game on NES for the full Nintendo treatment. And if that still leaves you with any breath left, we've weighed in with Exclusive previews of the game on Megadrive and Master System. Woo!

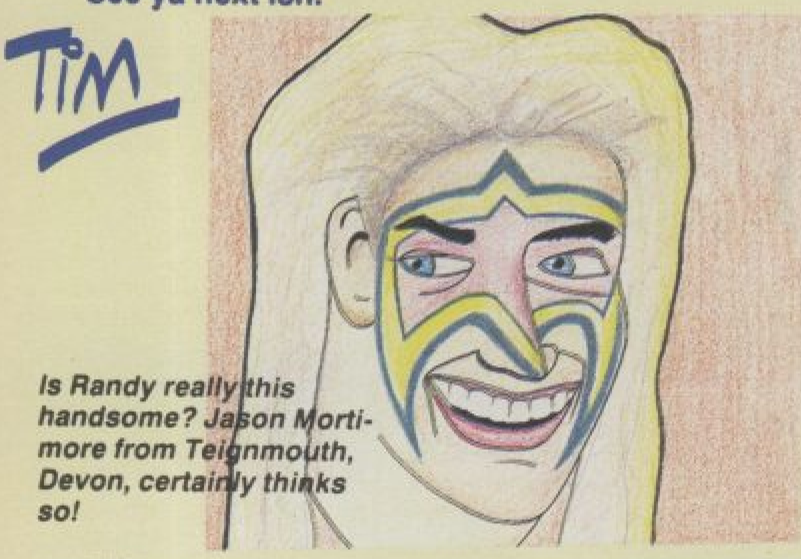
Once you've recovered from that, check out our incredible pull-out Mega CD v Super NES special and fab games including Monkey Island III, Speedball II, 2020 Baseball...the list is almost endless!

So prepare yourself for some of the latest and greatest goodies in the world, and keep writing in with your comments, tips, hints, recipes, shopping lists, desert island discs, cash, banker's drafts, certified cheques, indecently large diamonds, crown jewels and anything else that might give us a laugh - 'cos that's what keeps us making mags as good as this! See ya next ish.

Tim



Thanks to Danner Vella from Stevenage for RoboTim!



Is Randy really this handsome? Jason Mortimore from Teignmouth, Devon, certainly thinks so!



Paul Kennedy from Birmingham's the bodacious dude behind this fabbola piccie!

WOT A SPAMMY GET!

By the time you read this, yours truly should be rubbing shoulders with all sorts of famous people amidst the glitz and glamour of Las Vegas! I'm there to report on the CES Show, where zillions of great new games are unveiled to journos from across the world! This is where all the big-time games publishers unleash their latest goodies on the world, and we'll be there for the in-depth report!

So look out for next ish, which should be stuffed with more white hot Exclusive games news than anyone can handle, together with a full report on some pretty sad antics with those bloody fruit machines...

DRAW THE BOYS FOR FAME AND FORTUNE!

Wowza! We had a fab response to our Draw The Boys compo last month, in which we asked you to draw piccies of us just like those you find on CVG's review pages! For sad shamblers who missed it, we asked you to draw hilarious piccies of the CVG team and we're putting up a Megadrive for the very best of the lot and free software to whovever we think deserves it! So if you want the chance of winning, get that skill pic in to: **THE BEST MAG EVER, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Meanwhile, here are a few we like the look of!

THE FIRST PC TO BREAK THE SOUND BARRIER.

We gave the Amstrad PC5286™ all the best features you need for serious business use and great games entertainment.

Then we gave it features which were unheard of.

As you'd expect, it has state-of-the-art graphics with a 14" high quality VGA monitor which will display up to 256 colours from a palette of over a quarter of a million.

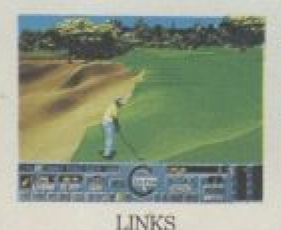
Terrific for business applications but all that colour is wasted on games if your sound system comes from the dark ages.

So we gave it a sound system that makes it unique.

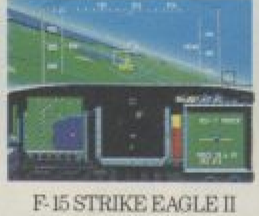
Its fully 'Ad-Lib' compatible soundcard with its twin external speakers, brings you closer to the action bringing a whole new dimension to the PC.

BUILT FOR BUSINESS

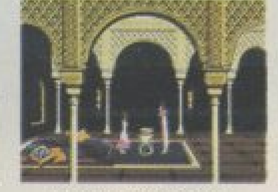
We gave the PC5286™ a massive 1 Mb RAM, 40 Mb hard drive and 1.44 Mb 3.5" floppy disc drive.



LINKS



F-15 STRIKE EAGLE II



PRINCE OF PERSIA

And when it comes to using all that storage capacity it has a fast 80286 chip running at 16 Mhz so you'll be able to get through the business of the day with enough time left to play around.

THE COMPLETE SYSTEM

If golf isn't your game the Amstrad PC5286™ Family Pack comes with two other great games. Together with fully featured keyboard, mouse, DOS 3.3 with user-friendly graphical interface and a joystick. Also included is Microsoft Works the outstanding integrated business software package.

So at £799 inc VAT* it has to be a sound business proposition.



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NEWS
SPECIAL REPORT



It's Virtual Reality, it's fab and it's here! VR is the b.i.g news right now. The ability to immerse yourself totally in a computer generated world has caught on like wildfire, and Leicester-based W Industries are about to take the arcade world by storm with a load of new VR treats - so here's FRANK O'CONNOR to tell you all about 'em...

EXOREX





We reported on this game quite some time ago, but it's been through quite a few changes since then. The game is a networked four player shoot 'em up, featuring elements of strategy and sneaky cunning. The players drive (if that's the right word) huge, dirt stomping Robots armed with missiles and lasers.

The object is very simple...find your opponents and blow them to oblivion! The computer is there to make things difficult for you though, sending out armed drones to hamper your progress. The action takes place in a large maze of skyscrapers, plenty of hiding places for you and your enemy. You can't leave the city though, 'cos a huge laser fence will vaporise you if you try it and the perimeter laser towers won't let you near it anyway. You can wander around at will, or call up a blueprinted map to help you find your way around. We've played early versions and the verdict is awesome. Look for a full review soon!



DACTYL NIGHTMARE



What's the scariest dinosaur of all? I'll tell you, it's the Pterodactyl. This fearsome creature ruled the skies millions of years ago until evolution came along and invented the sparrow. Dactyl Knightmare is one of the most effective uses of Virtual Reality ever. Up to four players can participate and the object of the game is simple. You simply run around a maze of platforms and kill your pals. The problem is, a huge Pterodactyl is swooping around, ever hungry and always looking for fresh meat.

The players can pick up extra weapons to make the job of killing their mates easier, but the flying fiend is indestructible. This particular game uses overhead sensors to detect where you're standing and the illusion of reality is excellent. Of all the VR games, this one is easily the most fun and it should prove a big hit.



CYBER QUEST

Cyber Quest is so hot that not a lot is known about it. We can tell you it's a three dimensional RPG along the lines of TV's Knightmare show. Featuring wizards and warriors galore, this is your chance to become Conan the Barbarian or at least as close as you can get. It's expected in Spring 92, so it shouldn't be too long before we have some more information. Watch this space!



BLISTERING PACE

SOCCER AT IT's BEST.

- Fast - Realistic
- Fun to Play





04:56

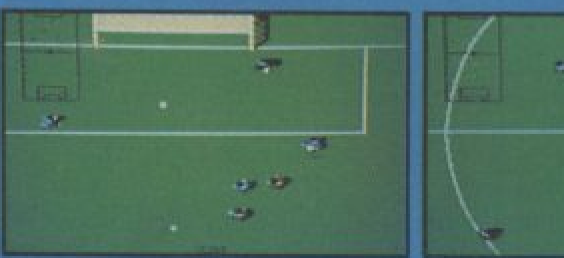
Nintendo®

Each player on the pitch is an individual with a unique combination of skills and physical attributes.

Instinctive joystick controls to Pass, Dribble, Shoot, Head and Chip the ball or do a Sliding Tackle.

Curling Corner Kicks, controlled Throw Ins and Goal Kicks.
Injury and Extra Time. Red and Yellow Cards. Set Piece Free Kicks and the famous AFTER TOUCH to let you bend, swerve and dip the ball. Plus a host of other options.

Cup, League and Euro Trophy Competitions with PENALTY SHOOT OUT.









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TM

NEWS

TOP GEAR THRILLS 'N' SPILLS!

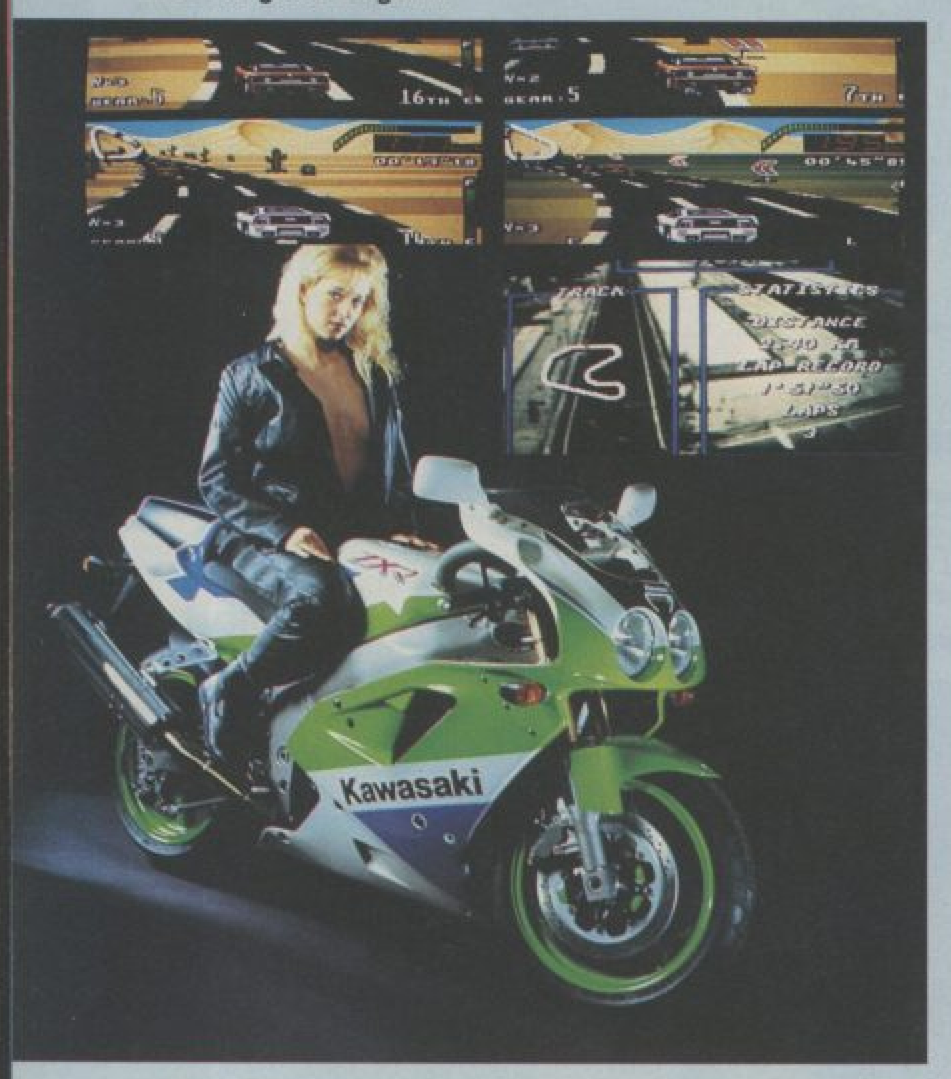
Here's some news on a game set to become one of the hottest racing titles ever seen on consoles - and that's saying something!

Top Gear (which may be released as Top Racer) has to rank as the hottest racing cart yet on the Super NES (Famicom), and one of the greatest head-to-head console laffs ever!

When the Big Ed himself rushes into the office with a pre-production cart, makes funny shapes with his face and gesticulates all over the place you know he's got something very good (or a dose of something very bad).

Top Gear puts you in the driving seat of some of the swankiest cars around at tracks across the world. Race against the computer or a mate for maximum laffs and select either Auto or Manual gears depending on how good you are!

What really makes Top Gear stand out is the fact that it's being programmed by none other than Gremlin - the publishers behind the outrageously succesful Lotus Turbo Esprit. You know it's got to be good!



Due for release by Kemco in Japan very soon, with Europe following later, this is definitely one to keep both eyes open for. Watch out for the full review the very microsecond it's ready to roll!

WORLD CUP '92!

No sooner has one World Cup finished, than another one gets ready to launch itself. The competition in question is the Cricket World Cup - whoo! This very exciting tournament has been signed up by Soundware International who are as we speak creating a game to match the pace of the license.

All the World Cup sides will be there to choose from - including South Africa who have just been allowed to come back to world cricket. Amiga-owning cricket fans could well be interested to know that **World Cup Cricket** is pencilled in for a January 12th release at a price of £29.99.

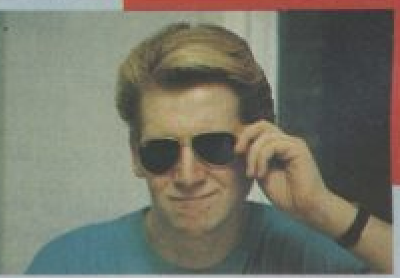


GAMESMASTER IS HERE!

After months of hard work, the computer and video games show **Gamesmaster** has finally hit our TV screens. The first programme was shown on January 7th and will run for another nine weeks.

If you missed the first show, don't worry - you only missed John Fashanu playing Manchester United Europe as well as a whole host of CVG bods doing their "thang" on the box!





Future episodes will feature such big names as boxer Gary Mason, tennis girly Annabel Croft and snooker star Jimmy White. Each will be playing games based upon their own sports (hard to guess what Jimmy will be playing, eh?) either on their own or against members of the public.

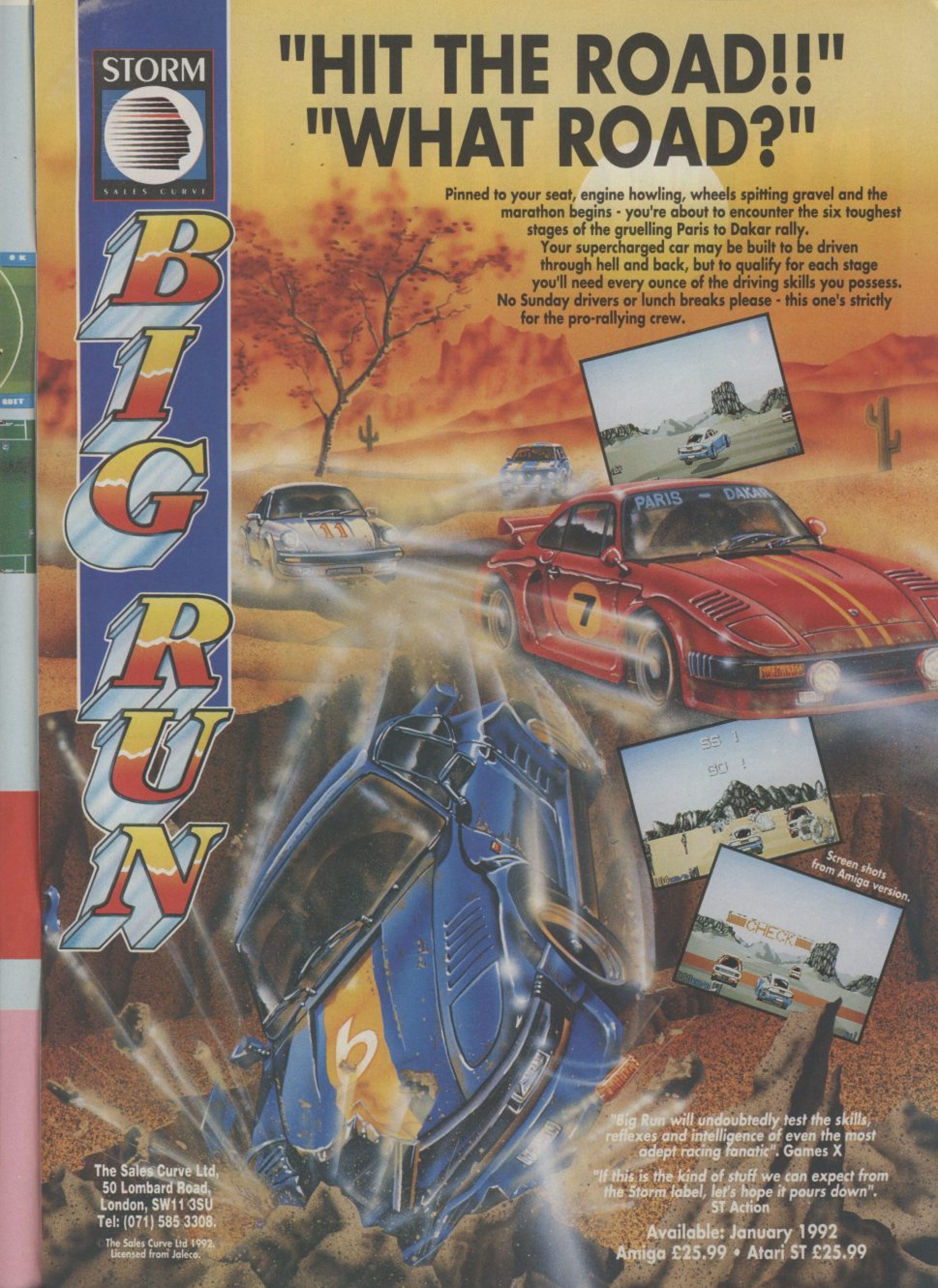
It's the first time a real computer and video games telly show has been screened, but what do you think of it? Why not write to YOB and give him your thoughts!

TURKEYS OF PREY?

It's egg-on-yer-face time for Argonaut Software, the programming team fronted by Jez San, who created the incredible Starglider II amongst other things. Their long-awaited super sim **Birds Of Prey** has arrived at last - and it's a bit of a sad case, to tell the truth.

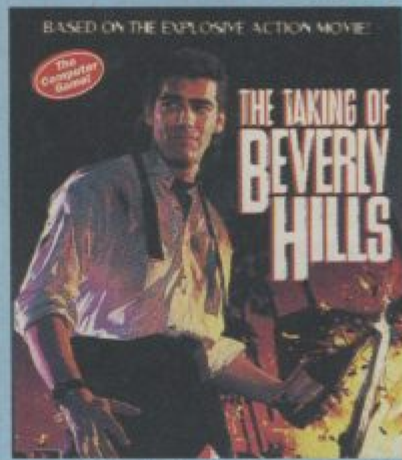
Yes, there are the forty different planes featured as promised, but there are a few snags. The flight control panel is the same for each plane, for one. Very realistic, huh? Then there's the ground objects - or rather, the lack of them. A couple of hills and that's about it, really. But the most disappointing point is the outrageously slow update speed, making the game a chore instead of a joy to play.

Considering Birds Of Prey has been in production for around four years, it's not unfair to say that the finished article is a bit of a disappointment - so don't say you weren't warned.


STORM
SALES CURVE
BIG RUN
"HIT THE ROAD!!" "WHAT ROAD?"
Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.
Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.
PARIS - DAKAR
Screen shots from Amiga version.
"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X
"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down". ST Action
Available: January 1992
Amiga £25.99 • Atari ST £25.99
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NEWS

TAKE BEVERLY HILLS



Has anyone ever heard of a film called The Taking Of Beverly Hills? If you have (and, more importantly, if you enjoyed it) you'll be pleased to discover that there's soon to be a game based on the movie, courtesy of Accolade!

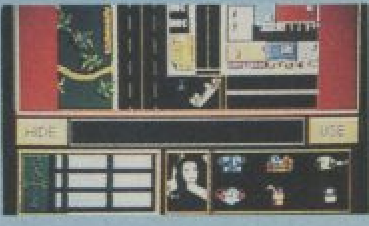
Called **The Taking Of Beverly Hills**, the player will take the role of Boomer Hayes, footballing hero caught up in a web of intrigue, suspense and action!

Featuring digitised graphics and sound from the film, The Taking Of Beverly Hills includes over 120 different screens and multiple perspectives. It'll be initially released on the PC early this year at a price yet to be announced.









CUTE 'N' CUDDLY ATARI

Ahhh, aren't those Atari lot a load of old softies. They linked up with a teeny mag to run a competition to design a T-shirt for the RSPCA. The design chosen by telly smart-piece Michaela Strachan and a Neighbours person was created by Elinor Jefferies from Chippenham, seen here wearing a shirt on which is printed her prize-winning piccy. Elinor's prize? An Atari 1040ST, with four runners-up receiving an Atari Lynx.



WIN! THIS FAB NEO GEO!



It's the biggest, the brightest, the loudest and the most expensive console there is! It's the Neo Geo and it could be your's for the princely sum of big fat hairy zilch! Are we mad or what? Do you buy your software from mail order through CVG? Well this could be your lucky day! You could well walk off with a brand spanky new Neo Geo! All you have to do is buy your software from one of the mail order companies advertising in this month's CVG and GO! Once you've bought your stuff, register your entry for our great giveaway by recording your name, address and the name of the company you bought your stuff from, on the special Mail Order giveaway number:

0839 500 843

At the end of each month we'll pick one lucky peep out of the hat and, if the lucky blighter is a genuine customer, we'll give away the console that dreams are made of! It's as simple as that. So, put on your special telephone pantaloons and get dialling.

Special note: If you're under 18, make sure that the person who pays the bill has given you permission before you start dialling. Calls are charged at 36p per minute (off peak) and 48p per minute (peak rate).

Knightmare

"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990. 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

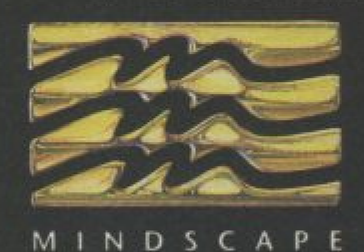
'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?

CAPTIVE GAME SYSTEM



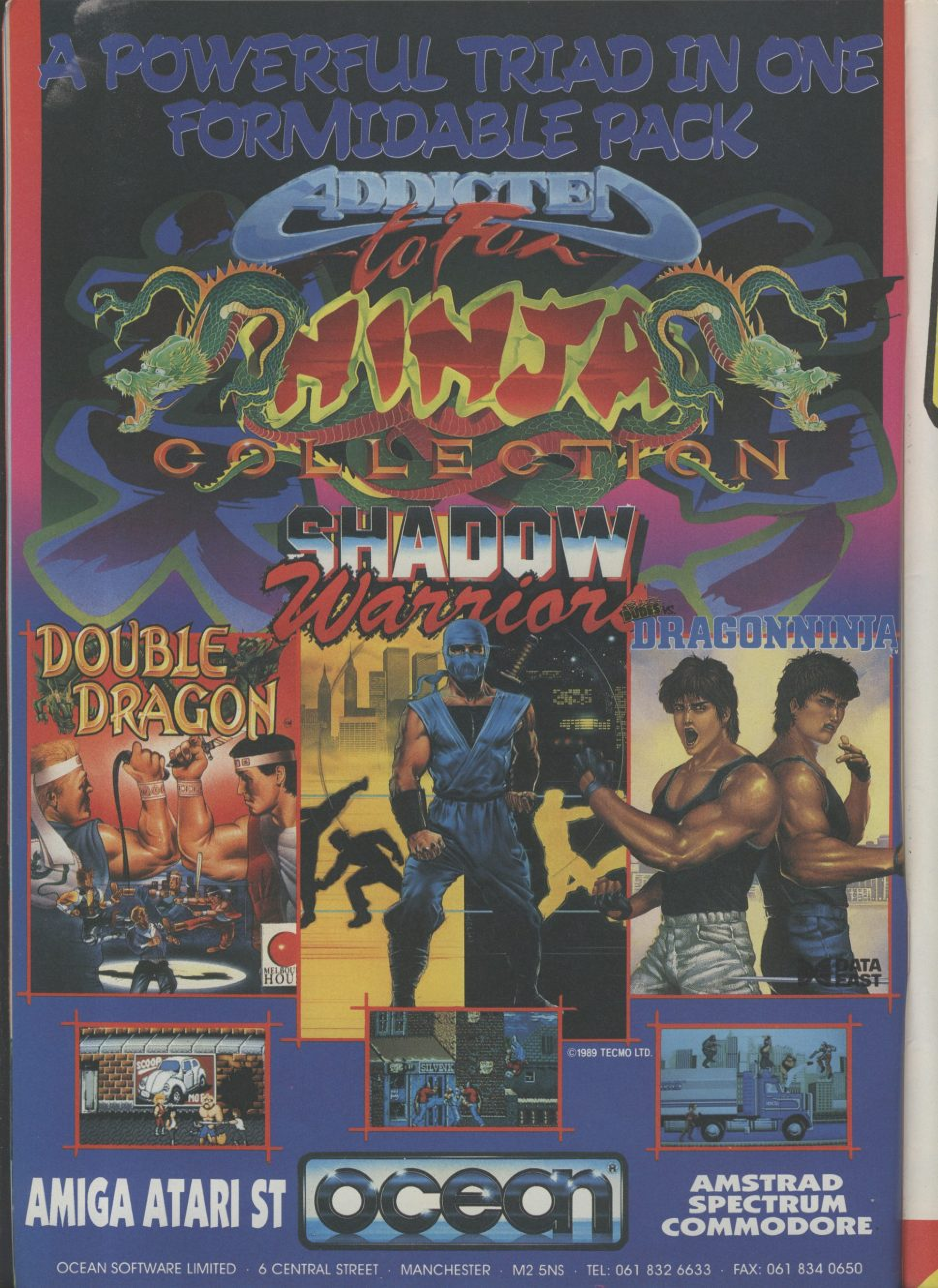
BROADSWORD

Available for Amiga & Atari ST

Written by Tony Crowther.



For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761



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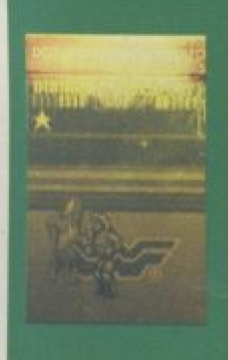
WIN A PC ENGINE!

With an absolute stack of top games available, the PC Engine is the little baby with the power of a heavyweight! Annoy your friends by phoning the Hotline number and winning this cracking console!



WIN A MEGADRIVE!

It's the world's most popular 16-bit console - and that's official! The Sega Megadrive is one heck of smart addition to your bedroom; win it by ringing that large number at the top of the page NOW!



WIN A GAME BOY!

The best-selling hand-held this Christmas could be filling a space in your trouser pockets if you're the lucky winner of this smart Hotline compo! But you'll get not a jot if you don't ring the number and answer those quezzies!

WIN A SUPER FAMICOM!

Why wait until Spring to get your digits on a smart 16-bit Nintendo, when you can ring the Hotline number and win one? It's fab and groovy and it'll only cost you the price of a call, so DO IT!



IF YOUR UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 36p PER MINUTE (OFF PEAK) AND 48p PER MINUTE (PEAK RATE).

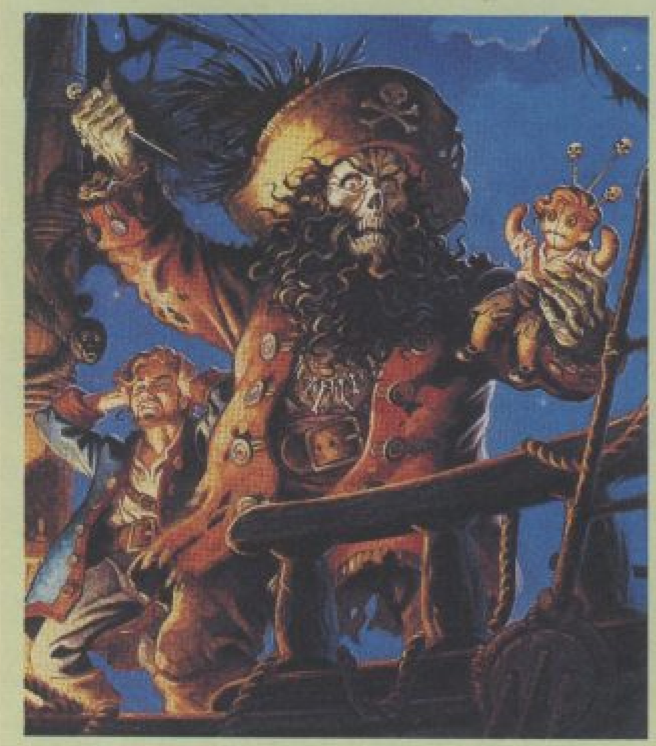
REVIEW

Mon
Islan

PC **£34.99**

BY LUCASFILM/US GOLD

The Ghost Pirate LeChuck is dead - blown to bits by young adventurer Guybrush Threepwood. Now it's not every day you destroy a scourge of the seas, so naturally Guybrush is rather pleased with himself. The trouble is, nobody actually believes these wild claims of pirate extermination from Threepwood - how could a young 'un rid the world of one of its worst devils? Actually, the folks aren't that bothered. They've got other problems, the biggest being the inability to earn a dishonest living thanks to the late LeChuck's right-hand man, Largo LaGrande, who has taken control of Scabb Island and is



charging an impossible pirate levy. But hey, getting rid of Largo should be no problem for a ghost pirate killer like Guybrush. However, that's just the start of this quest, a journey which will take him to many islands, where he will be ignored, abused, imprisoned and eventually confronted by LeChuck himself, brought back to life with Voodo magic. How did it happen? What will Guybrush have to do to destroy LeChuck once and for all? And just what is The Big Whoop which Threepwood (and almost everyone else he encounters) ultimately seeks?



Oooh! It's the creepy graveyard! ▼

▲ *Crumbs - it's Le Chuck's hideaway lair!*



▲ *So what do I do with this lot then?*



▲ *Loads of useful stuff here!*

COSMETIC SURGERY

In-keeping with Lucasfilm's policy of making their games simpler to play, a number of cosmetic changes have been made to the sequel to the excellent Secret Of Monkey Island. Graphically, Monkey Island 2 is more detailed and amusing, and the mouse-driven selection system has been streamlined to use only a handul of verbs. When the cursor is placed over an object, that object's name is shown on-screen and the possible actions to do with that object are highlighted. On picking up objects in the game, a picture of, say, a pirate's hat (if that's what you have picked up) is shown, as opposed to just printing the text "A pirate hat" - all little things which mean a lot in terms of Monkey Island 2's ease of use.



REVIEW

Undwerwater laffs ahoy!

Fabby fireside fun

Fab! Ace! Topper! Cushty! Just a small selection of words which describe my view of Secret Of Monkey Island 2 - LeChuck's Revenge. The first Monkey Island game was great - maybe even better than Indiana Jones and The Last Crusade - but this, this soars way over its prequel in terms of quality and quantity. It really is a massive adventure, but at the same time totally absorbing. I managed to finish the first section in what I thought was perhaps an hour, but imagine my surprise when I glanced at my watch to find that three hours had passed and I'd missed my bus and the pubs were shut - and imagine my disbelief when I told myself that I wasn't bothered because I'd enjoyed myself so much! Lucasfilm's new iMUSE music system is incredible and simply has to be witnessed to appreciate just what a difference it makes to the overall package - no pausing between tracks, no massive and immediate differences in styles between one piece of music and the next; the tunes just flow into each other and change with the mood of the game! Everything about Secret Of Monkey Island 2 - LeChuck's Revenge says Quality, so buy it!

PAUL RAND

SO WHAT THE HELL IS THIS iMUSE JOBBY?

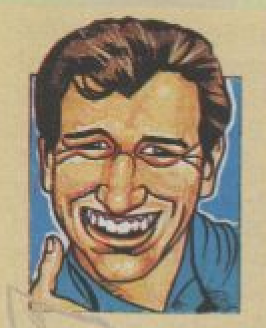
Previous Lucasfilm adventures have been known for their stunning soundtracks. Now there's a new system in town to impress lovers of great game music even more! It's called iMUSE and it stands for Interactive MUsic and Sound Effects and what it basically means is that, instead of the normal process of a new musical score being played when a different location is visited, the soundtrack actually adjusts itself - without any breaks in between - to fit the mood of the players' actions and position. This new system adds an incredible amount of atmosphere to the game; for the first time the sound is an integral part of the action as opposed to just a nice extra.

MEET LOTS OF VERY INTERESTING PEOPLE

As with the original game, there are a variety of characters in Monkey Island 2 whom Guybrush can meet and interact with. Old faces such as the voodo lady MoJo and Stan (who's switched trades from boat salesman to used coffin vendor) mingle with new ones including Captain Dread (so called because of his cool dreadlocks) and Governor Phatt, the bloated dictator of Phatt Island - most of the characters either own something which you need or know information vital to Threepwood's eventual defeat of LeChuck and discovery of The Big Whoop!

▼ Impressive, eh?

▼ Lost in the forest...



What the hell am I doing sat here writing this when I should be playing Monkey II? This game is so totally brill it's got to be seen to be believed. Only then will you be gobsmacked by the superb graphics, bowled over by the incredible iMUSE sound system and rib-ticklingly totally by the hysterically funny humour of the game. Like the rest of the world I though Monkey I was the best game of last year. The sequel scoops its crown and adds a few diamonds for good measure, because it improves on every single aspect of an original which nobody thought could be beaten. Just like the original it's one tough mutha of an arcade adventure too, and you'll be scratching your head for quite a while before everything falls neatly into place and this weird and wonderful game is finally completed. Already Monkey II has staked a claim to the best game of this year, and it's only just started! Hard to see anything similar topping this, so buy it NOW!

TIM BOONE



▲ *Hello sailor...*



EASY OR HARD - YOU CHOOSE!

Because many people complain that Lucasfilm's graphic adventures are too difficult, the programmers have included two versions of the game! An easy version contains less puzzles but also fewer locations, whilst the full game, for experienced players, has the lot! Whatever option you choose, here's a handy tip - seek out MoJo the voodo lady as soon as possible, because she's got vital information which will help you in your quest (go down to the swamp)!

▶ *Can you gob for glory?*



▼ *Now THAT'S a map!*



TRAVEL THE WORLD

Rid Scabb Island of Largo LaGrande and Captain Dread will let you charter his boat. Unfortunately, the Cap'n only knows the way to three islands - Scabb itself, Phatt Island - home of the treacherous Governor Phatt - and Booty Island, paradise home of Governor Marley. Wait a minute; didn't Guybrush have a girlfriend called Marley in the first Monkey Island game? And wasn't she a governor too? Worth checking out, if you ask us!





▲ *Plenty of bargains here!*



▲ *Jeepers - it's the island!*

UPDATE

Amiga and ST owners out there can expect conversions in the not-too-distant! There are also vague rumours of CD malarkey on consoles - we'll keep you posted...

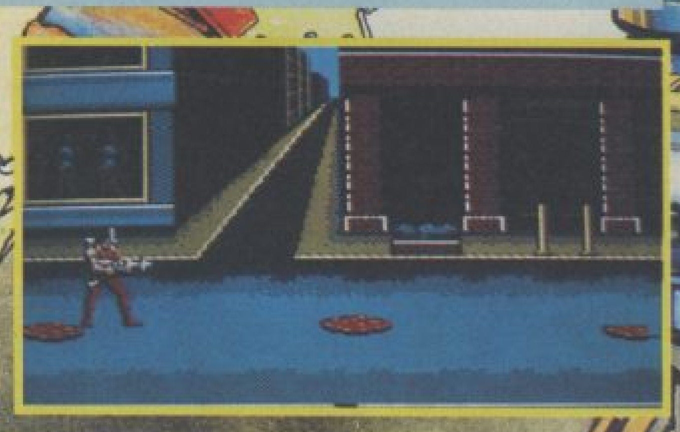
PC

GRAPHICS	95
SOUNDS	96
PLAYABILITY	96
LASTABILITY	94
OVERALL	**96**

ALIEN STORM

MASTER SYSTEM
£29.99 BY SEGA

Why can't these alien types just leave our planet alone, eh? Coming down here, taking over our bodies and changing their shapes - sheesh, the cheek of it! Who's going to put a stop to these mutant scum? A robot or a bloke who looks exactly like Elvis Presley, that's who! Kitted out with some mean weapons, one of these guys is all that stands between peace and world domination by outer-space creeps! So pick up that artillary and go kick some ass across sixteen stages which make up four missions. Collect energy along the way so that you don't get creamed, and above all remember - you're not on a picnic, you're on an alien massacre so give 'em hell, boyeee!







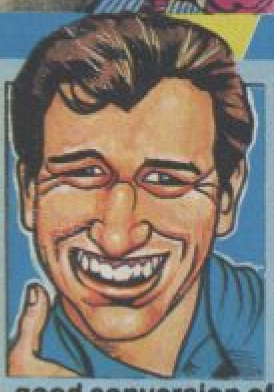
KILL SOME ALIENS

Now and again you'll see folk running along the road. Watch them carefully, because usually they aren't at all human! They're shape-changing space freaks who like nothing better than sneaking up on you and dusting your buns. What's the best way of dealing with these ugly critters? Blast them with your gun, of course!



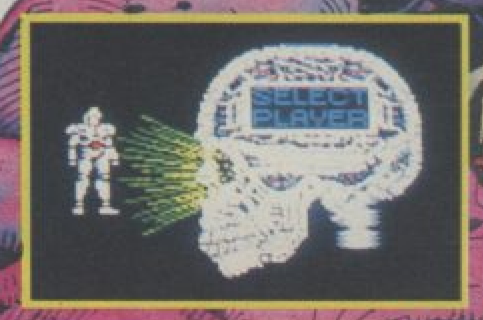
KILL SOME MORE ALIENS

As well as the main walk along the street toasting enemies part of the game, there's also a couple of sub-levels for you to tackle. Walk past a shop door and you'll walk through it, right into an Op Wolf-style shoot 'em up where you can shoot aliens and collect energy. At the end of each stage the action switches to a swiftly-scrolling run, where even more nasties can be despatched.



Alien Storm may not be the greatest arcade game of all time, but it is a pretty good laugh even if it does have drawbacks in the playability stakes. So how does the Master System version measure up? Pretty well, actually. It has to be said that this is a very good conversion of the arcade original, but that simply doesn't make it a great game. Graphically it's as good as you could expect and sound is OK, but Alien Storm simply isn't the type of game you want to keep coming back to. It's great for a few goes in the arcades, but when it comes to splashing out notes for the catridge you have to ask yourself how long you'll be playing that game - and there are plenty more games out there which will keep you playing much longer than this. Worthwhile if you're a big fan of the arcade game, otherwise I'd suggest a long hard look first.

TIM BOONE



UPDATE

If you can't find a conversion of Alien Storm on your machine, well, you must be a dribbling mass of sadness because it's out on practically everything!



MASTER SYSTEM	
GRAPHICS	81
SOUNDS	70
PLAYABILITY	74
LASTABILITY	68
OVERALL	71

FOOTBALL
John Madden

REVIEW

AMIGA £25.99

BY ELECTRONIC ARTS



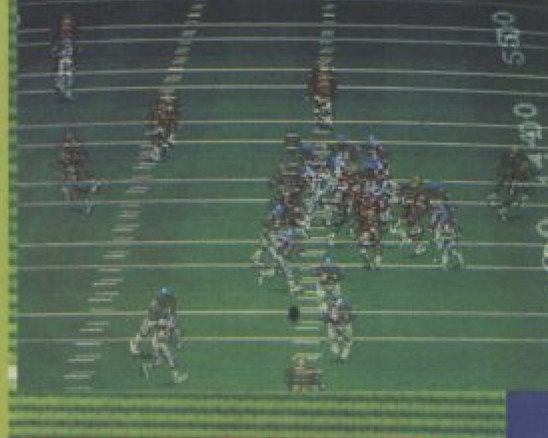
HAVE YOU GOT THE BALLS?

One of the great strengths of John Madden's is the sheer number of offensive and defensive plays available throughout the game. Choose from a huge list of possibles, and if you're not happy with your choice when the teams reach the line of scrimmage then flippin' well call and audible and change the plan to mess up your opponent!
You'll quickly learn which plays work best in which situations, and which need to be avoided like the plague. When you're runner keeps getting flattened before he can gain a yard you know you've got a wrong 'un!

It's got to be the most spectacular spectator sport in the world! There's nothing quite like it, and America loves it that way. It's American football, and this is the computer game! If you're the sad shambling wreck of a loser who doesn't know already, John Madden's was the game which took the Megadrive world by storm as the best ever implementation of the great game. Battle against the computer or a mate for supremacy on the field - with big bucks for the winner and a long and lonely ride home for the runner-up. So how do the Famicom and Amiga conversions of the great John Madden's measure up? Read on and flippin' well find out!

MY BALLS ARE BIGGER THAN YOURS

The major graphical feature of John Madden's is the 3D viewpoint of the game, a sort of above-and-behind the play view which works extremely well to show off all the action. There's also a fab action replay option which allows you to relive those moments of glory in sad slow-mo so you can gloat over your victories and then fast-forward over the cock-ups!



BUST YOUR BALLS!

John Madden's features three basic play options: Pre-season for practice and fine tuning of skills, regular season and play-offs for the big boys. Plenty of practice is highly recommended, 'cos you can bet your bottom dollar the computer knows his stuff and will bust your butt if you don't know what you're doing!

GREAT BALLS OF FIRE

Megadrive owners will need no introduction to Maddens. CVG went crazy when we first grabbed the game and the fever hasn't let go since. Now the fab JM2 is here on Megadrive, taking an original which nobody thought could be topped and actually improving it - hurrah!



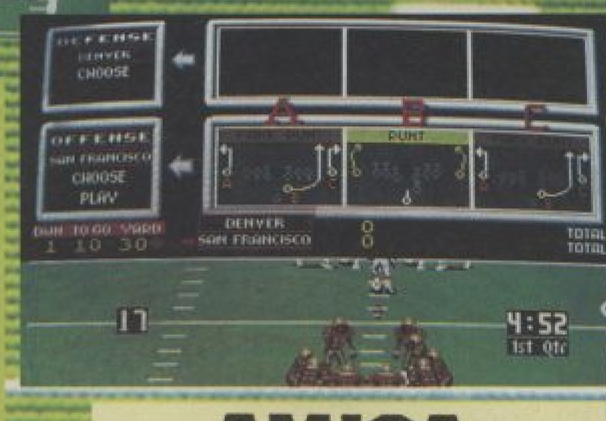
After the apalling Super NES conversion, hopes were not high for Madden's on the Amiga, but we couldn't have been more wrong. What we have here is a spot on copy of the Megadrive version, with a few more control options and no other differences. The game itself is great fun, a finely balanced mix of strategic decision making and great two player arcade action. Graphically, Madden's is a top treat, it uses exactly the same scrolling technique as the Megadrive version and it looks slick and groovy. The music is a little different, but it's just as good as the original. All of the speech has been retained and the overall effect is stunning. This game features some of the best presentation I've seen on any machine, it all hangs together so well. This is the best American Footie sim on the Amiga and probably the best sports game ever. If you don't buy this then you obviously already have it on the Megadrive, either that, or you're a shambling waste of life.

FRANK O'CONNOR



A QUICK WORD FROM OUR SPONSOR

"Football is a game of one-on-one matchups. Real guys going at it. Win the matchups, win the game. That's what my game is all about." - *John Madden*
"Football is a game of serious beer drinking round the telly and a good ogle at the cheerleaders when those blokes don't get in the way." - *Jon Billington*
"It's not even bloody football." - *Paul Rand*



AMIGA	
GRAPHICS	90
SOUNDS	91
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

REVIEW

NEO GEO £110

BY SNK

2020 AD

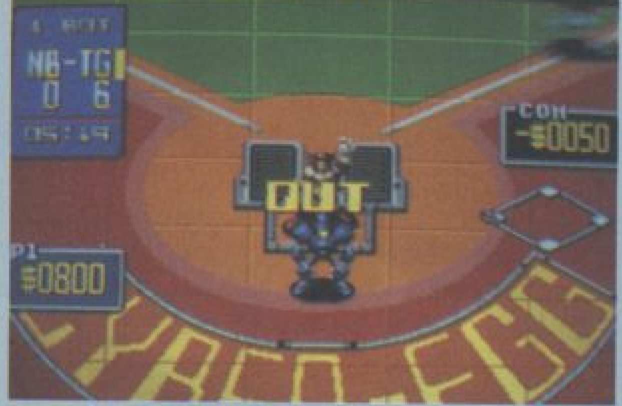


STRIKE THREE! YOU'RE OUT! It's thrillin', it's chillin', it's 2020 Baseball and it's brill! That's right folks, the year is 2020 and the game has moved to great new heights. Now human teams can take on robot opponents, and there are big, big bucks for the winners. Select your best pitchers and hitters and set them against the ultimate your opponent can offer - steal those bases and go for those big Home Runs. There's cash by the bucketload for the winner, while nobody's got the time of day for sad shambling teams who can't grind their opponents into the ground! Go get 'em, champ!

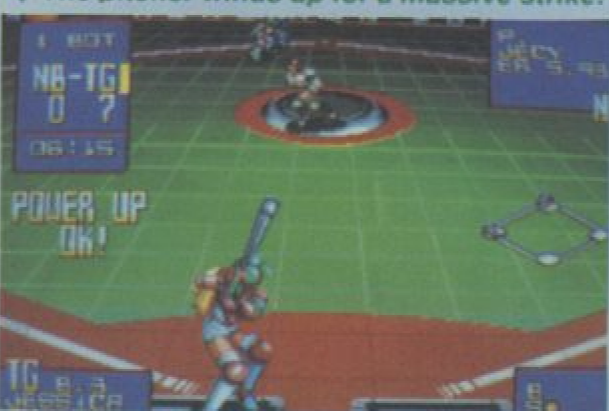


So why are Baseball games so brilliant on the Neo? I thought Baseball stars was the best, and here's another which actually tops it in many respects! Super-slick gameplay combines with superb graphics and sound to plonk you slap bang in the centre of some of the toughest baseball around - and the computer sure as hell takes no prisoners! The well designed and finely tweaked action ensures there's always plenty going on, and when you become bored with playing one team you can always switch for another to put a completely different perspective on the game! I never really found baseball too much fun as a spectator sport, but it's perfect for computer gaming - especially in two player mode where tempers can really fray! This cart comes highly recommended to sports freaks and friction fans everywhere...

▼ Oh no, first strike and you're out!



▼ The pitcher winds up for a massive strike!



BIG MONEY MALARKEY!

2020 Baseball features loads of opportunities to make some serious cash. A particularly impressive play will be rewarded with spot cash prizes ('cos the sponsors are a generous lot) and you can use the cash to upgrade the strengths and talent of your players!

At any time you can call a Time Out and use the cash you've accumulated to buy a veritable goody bag of improvements for the sad shamblers on your team. Lash out ten grand on your best hitter and watch him swat the ball to the back of the stadium!

THANKS...

...to **Console Concepts** (0782 712759) for the cartridge used in this review

COOL COMPUTER CRAZINESS

2020 Baseball features two play modes - One Player League and Two Player. In One Player mode you have to take on the computer, and he's one hot boyo when it comes to strutting his stuff on the field! The computer knows all the tricks of the trade, and his ace in the whole is an uncanny knack of knowing just when to steal bases so his runner gets there just in time. Sometimes he'll get it wrong, and it's great fun to watch his runner scramble back to safety having made a bad call!



▲ Choose your team...



▲ Darn! Thrown to the wrong base!



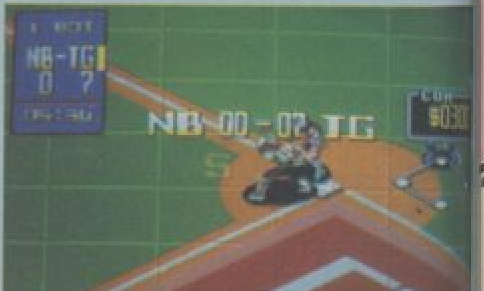
▲ Oh dear! Hit by a pitch!

MANIC MINE MAYHEAM

As if you haven't got enough to worry about, 2020 Baseball has one ace up its sleeve you won't find anywhere on today's play field - mines!

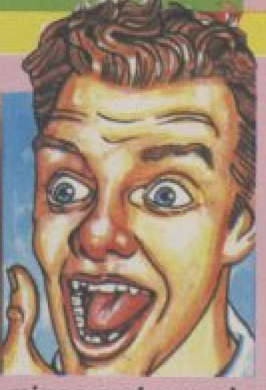
That's right folks, as the game progresses the computer plonks more and more mines on the field - and if any player touches them it's goodnight sweet prince!





REVIEW

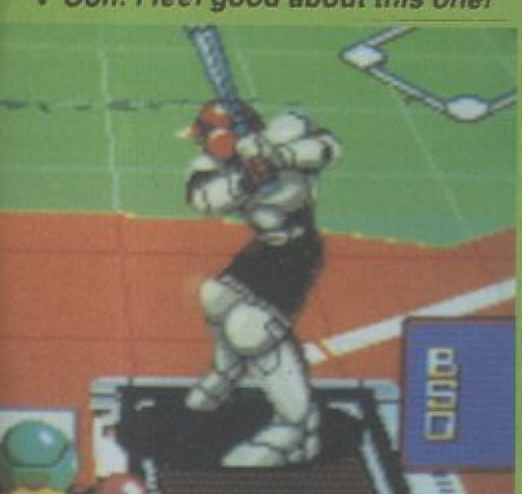
2020 SUPER BASEBALL



Baseball has become a tad too boring for the twisted sports audiences of the future. What's required is a more violent version of the sport - and 2020 Baseball is just that! Baseball itself is great fun and this version adds to the glory. The addition of violence, land mines and superb graphics enhance the theme no end. Even for the mighty Neo Geo, the presentation is astonishing. The animation is slick, the music is brilliant and sampled voices scream and shout throughout. Gameplay-wise, Super Baseball is a laugh - the batting is a lot easier than in other games of this type and it all hangs together brilliantly. As a one player game, it'll be months before you play in the final, but the real fun is in two player mode. Against a friend, things get really frantic and massively addictive. Easily the best sports game available on the Neo Geo and if you've got one, it's an essential purchase!

FRANK O'CONNOR

▼ *Ooh! I feel good about this one!*





▲ *This field is easy...no land mines!*

BASEBALL IS BRILL!





▼ *Thanks to Alex Beardshaw from Sheffield for the pix!*

Some people say Baseball is the best game ever, others say it's the crappest sport ever invented. Actually we reckon it's the tops, and here's a quick lowdown of the CVG crew's least favourite games:

Tim Boone: "Beach Volley is skid central for me 'cos I haven't got a crew cut, a sun tan or silly skimpy trunks to ponce about and show off in."

Frank O'Connor: "I think cricket is crap because I'm a bit of a thickie and don't understand the rules. The balls bloody hard 'n' all..."

Jon Billington: "Curling is top of the craps for me because you have to run in front of the puck with that stupid brush and it reminds me of housework."

Paul Rand: "I can't stand badminton, 'cos girls often play it better than blokes do and that stupid little racquet isn't worth a light."

FIELDING FUN 'N' FROLICS



Most Baseball computer games feature super-thickie fielders who couldn't catch a cold, let alone the ball! Not so with 2020 - 'cos these boys really know what they're doing! If the hitter slams the ball high, they'll try and position themselves underneath it to catch him out. Once in position they'll raise their hands to let you know they've got the sucker, but occasionally they can't quite make it - and it's up to you to waggle that joystick to make sure they get there in time!

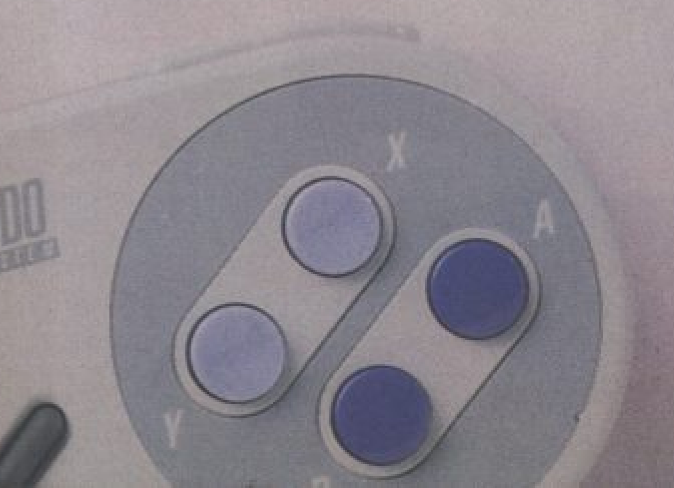
NEO GEO

GRAPHICS	91
SOUNDS	87
PLAYABILITY	89
LASTABILITY	89
OVERALL	**90**

SO WHEN DO
THE SUPER
WILL BE



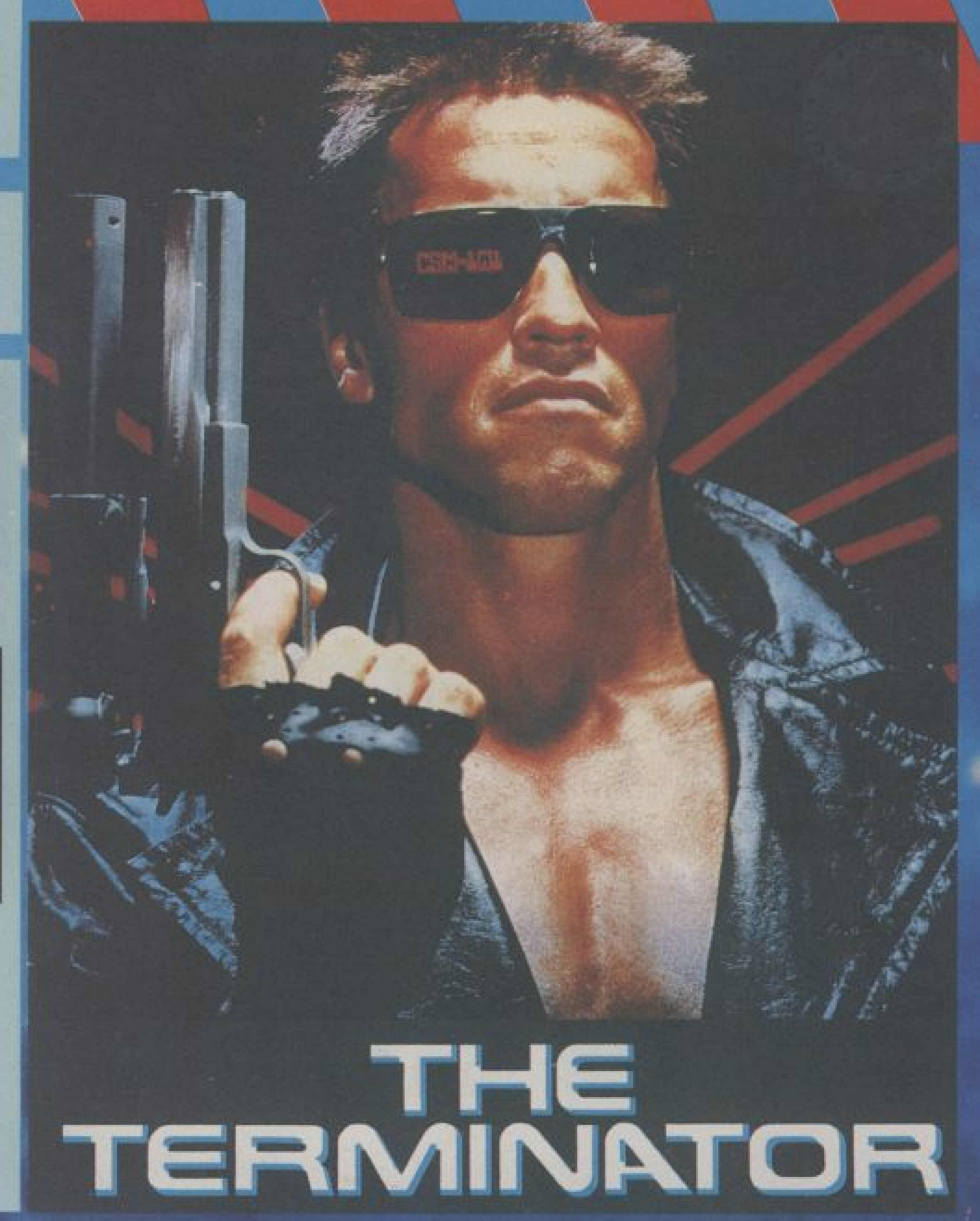
YOU RECKON NINTENDO HERE?



SPECIAL PREVIEW







THE TERMINATOR

When it comes to hot games, we don't much about - CVG scoops the world yet again for every single console version of Terminator and T2! Yes indeed, on these very pages you'll find T2 reviewed on NES and Gameboy and Terminator previewed on all the Sega systems! So without further ado, here's PAUL RAND to tell you all about Terminator on Megadrive and Master System! Take it away that man...

With the completion of Megadrive Terminator only weeks away, we decided to toddle off down Croydon way to pay a second visit to Probe, the development house programming the game, to check out the progress of what is shaping up to be one of the hottest licenses ever to hit the Megadrive and Master Syste. One of the most striking aspects of Terminator is the visuals which will bring Reese and the T-800 to life on your 16-bit Sega. But how were they created?





Kyle Reese and Sarah Connor escape ▲

WHAT'S WRONG WITH THIS PICTURE?

















Using a similar technique to that used to create the awesome animations in Prince Of Persia, video recordings were made of actors performing the moves of the characters in the game. The "actors", in actual fact, were programmer David Perry, whose previous works include the Wally Week series of arcade adventures on the Spectrum, and producer Neil Young, who also handled the computer conversions of Smash TV).

These recordings were then digitised in black and white onto the Amiga and, using Deluxe Paint, the characters were separated from the backgrounds. The characters themselves were then parted from each other and shrunk to fit. After cleaning up any rough edges, colour was added to the sprites and voila! All ready to dump onto a Megadrive cartridge!













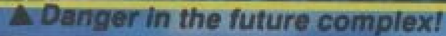




▲ *Sample sprites*



SPECIAL PREVIEW



▲ Danger in the future complex!

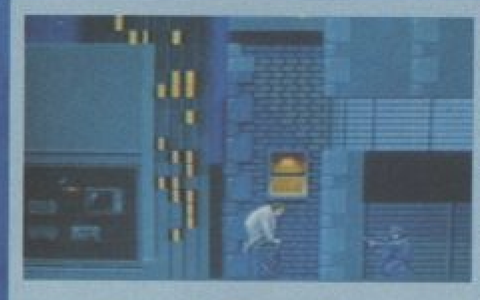

▼Where is everybody?

COME WITH ME IF YOU WANNA LIVE

In the future, Earth is in the grip of the machines. Run by Skynet, the supercomputer which ended three billion lives in a nuclear holocaust on August 29th, 1997. To eliminate the remaining pockets of human existence, Skynet created an army of lethal killing machines. The Cyberdyne Systems Series 800 Model 101 - The Terminators. A virtually indestructible, hyper alloy combat chassis covered by living human tissue, the Terminator's role is to infiltrate rebel organisations and obliterate them.



The rebels, led by John Connor, had smashed Skynet's defence grid - they had won. Or had they? Skynet managed to send a Terminator through time to the year 1984. It's mission, to terminate Sarah Connor, mother of John, who was yet to be born. If Sarah was dead, the birth of Skynet's enemy could not happen and the machines would be victorious. But the rebels also sent an agent through the Time Displacement equipment. The agent was Kyle Reese.





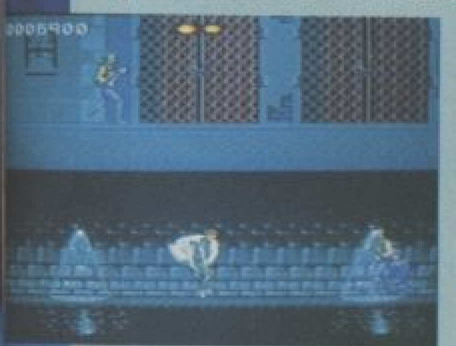
DON'T MAKE ME BUST YOU UP MAN!

Things have changed since we first looked at Terminator, most notably on the graphics side. Remember the screenshots we showed you of the first level T-800s? Well, from being rather bland, blue figures they've now become strapping, seven-foot killing machines with enormous blast rifles - a daunting sight, as you can witness here. Not only that, but Arnie himself has been altered! Well, the sprite has, at least. Now he's a huge, muscly bag of enormousness who pops up at various points throughout the game, sporting his Uzi 9mm and creating all sorts of havoc for poor Reese.

◀ Dashing through the streets of LA

I MAY CLOSE EARLY TODAY...

The game is played along the same lines as that on the 16-bit machine, and there are the same amount of levels to plough through. But, because the Master System can only call up one half of a level at a time, it's as if there are twice as many stages available to 8-bit freaks!



▲ Eat lead Armie!

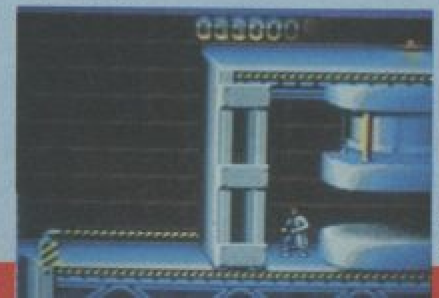
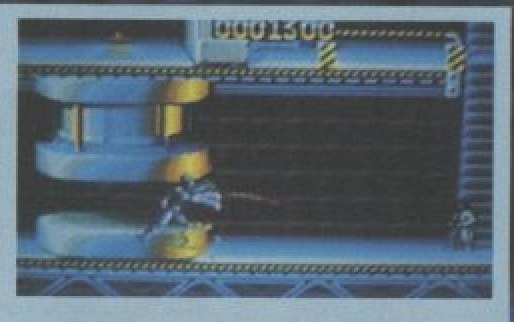



YOU SEE THIS SCAR HERE?

What hasn't changed is the intro, an amazing replica of the movie's opening credits, and the unbelievable soundtracks, including an almost exact copy of the Terminator theme tune. Further gameplay tweaks are being made and, the second the finished cartridge reaches us, we'll bring you the definitive review on this scorching license!

HEY BUDDY, YOU GOT A DEAD CAT IN THERE?

Okay, so you're a Master System owner who's feeling very peeved because your Megadrive mates are soon to get their hands on a Terminator game. What do you do? Go up to them and scream "AAAAAAHHHH!!!" 'cos The Terminator is being converted to your machine too! Even as you read this, Probe are putting the finishing touches to the game on the little Sega - and, as you can see from the pre-production screens shown here, the graphics are amazingly close representations of the Megadrive's piccies!

▲ There's a storm coming...

HEY - YOU CAN'T DO THAT...

At the time of writing, it hasn't been decided whether the launch of The Terminator on Megadrive will coincide with its release on the Genesis in the States. If it isn't, though, that's another reason for Master System owners to chuckle with glee - because their version will hit the streets in Easter! We shall bring you the full review just as soon as the game is fully complete. You'd be a raging loony to miss it!

SPECIAL PREVIEW

T2 - THE LEGEND CONTINUES...

The first Terminator was gone. Crushed in a hydraulic press in an automated factory. But that was only one unit from a production line of hundreds of thousands. Skynet knew, however, that if it sent another 800 series through time, it was probable that it too would fail to destroy Sarah Connor. A new plan was devised. Skynet sent through a prototype cyborg - the T-1000. Made of liquid metal, it was capable of changing its shape to disguise its identity and fit in with its surroundings. This time, the target was John himself, at ten years of age. But the rebels again learnt of the plan and, reprogramming a stolen T-800 with orders to protect young Connor, put it through the Time Displacement machine. It was just a matter of which one reached John first...





Here we go again! Not content with an Exclusive review of T2 on the Gameboy (see GO! for that!) we've flippin' well gone and scooped the NES version as well! Just like its Gameboy brother, the game comes from Acclaim - so here we go with all the stuff you need to know...





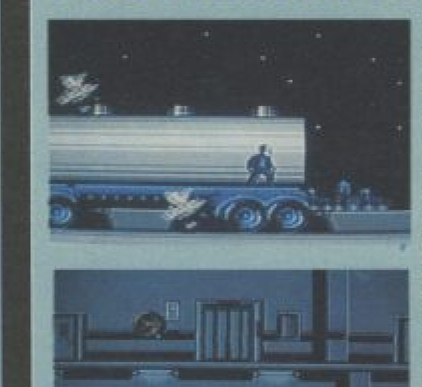
TERMINATOR 2 JUDGMENT DAY

MISSION PARAMETERS



Controlling Arnie, the player will visit five stages based on scenes from the T2 - Judgment Day movie. Starting in the Truck Stop, the T-800 moves on to a forced 3D perspective motorbike race to find John, while avoiding the juggernaut-driving T-1000. The action then moves to the Pescadero Mental Institution from where Sarah Connor must be rescued, before trotting off to find the CPU and arm taken from the first Terminator in the Cyberdyne building. Get past here and the final confrontation between the two Terminators awaits.

YOU'RE NOT A TERMINATOR ANYMORE



In the film, John Connor orders the Terminator not to kill anyone. This is replicated in the game in as much that if, after receiving a weapon, the player shoots a human in the chest, they die and he looses energy. To keep his power up, he must crouch down and shoot them in the legs, disabling but not destroying them.

◀ *Watch out, the hospital staf are armed!*



Well I did enjoy playing T2 on the NES. It's nothing new or innovative - in fact, it's for the most part just a fairly straightforward platform shoot/beat em up - but a reasonably enjoyable one at that. Graphically the game is reminiscent of Star Wars, which is also reviewed this issue, with some very high quality sprites and excellent animation throughout. I was also pleasantly surprised by the sound, which includes some great tunes but, sadly, no version of the T2 title track. While the beat 'em up fare becomes a tad repetitive, you find yourself wanting to get a bit further with each game, which is no bad thing. Don't expect whistles and bells from T2 because you could be disappointed to find that that's not what is on offer. Just approach it as a no-nonsense, slightly inaccurate (Arnie was in the nude at the start of the film, but he's fully clothed in the game!) movie tie-in and you'll get a fair amount of pleasure from it.

PAUL RAND

UPDATE

Schwarzenegger fans can get T2 on the Amiga, ST and PC and all the 8-bit machines, courtesy of Ocean. But it's a totally different type of game and, to be honest, not very good.

NES	%
GRAPHICS	89
SOUNDS	88
PLAYABILITY	87
LASTABILITY	79
OVERALL	84

POPULOUS™

REVIEW

AMIGA £25.99

BY ELECTRONIC ARTS

A PAIR OF POPULI

There are two ways to play Populous II. In the Conquest game the aim is to take over a series of progressively more demanding worlds. Custom mode, on the other hand, lets the player compete in a random game using a variety of powers to suit the budding god.



Gods are funny old things. Take Zeus, for example: dashing around the world, getting up to all sorts with the mortal girlies. That's where you came from. A half-breed (part human, part god) you demand your place with the other gods atop Mount Olympus, but Zeus isn't going to just open the door to you. Populous II follows on from the original hit game, with you taking on the ominous task of beating 32 other immortals across 1000 worlds. After creating your own persona, launch your deity-destroying career and beat up those baddies using your divine skills. And a bit of brute force, of course...



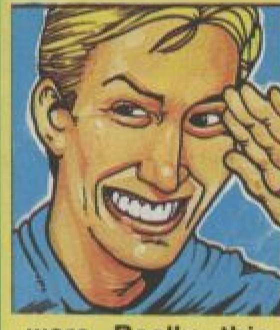
MAGNETIC ATTRACTION

As in the prequel, Populous II features the good and evil Papal Magnets. They come in very handy when you want to trash a baddy's sites, and they're so easy to use - just position the magnet somewhere around your opponent's domain then influence your followers to go toward it. They will do just that, beating up the nasties as they go!



CHOOSE YOUR LOOKS

Most games which allow you to create the looks of your character only give this option for purely cosmetic reasons, but in Populous II they have a direct effect on the way the game is played. Say, for instance, you select a scholar's hat - that makes you a thoughtful battle-planner. But plump for wild eyes and you'll be a mad, bad killing machine.



Oh my god! Actually, there are a few gods in Populous II, the sequel to one of the most successful Amiga games ever. What Bullfrog have done is took the basic nuggets of the original and bolted untold amounts of extras on, making one helluva powerful piece of software. Really, this is something special. One look at the much improved graphics with far bigger characters doing their own thing tells you that this is going to be a bit of a cracker and indeed, it is. I like the thought of the workings of the game being altered by the different features which you select for your deity, and with 1000 worlds to conquer this isn't a game which you're going to finish in a fortnight - you'd have to be a bloody good god to finish it within a year! A resounding "Hurray!" is what's called for here, because Populous II could have been just a rip-off of the original but instead it's a brill god-sim in its own right.

PAUL RAND







UPDATE

If Populous II doesn't hit every popular computer and console around then there's something seriously wrong with the world - so expect to see it soon!

AMIGA	%
GRAPHICS	91
SOUNDS	89
PLAYABILITY	94
LASTABILITY	96
OVERALL	93

REVIEW

PC ENGINE £35.00
BY KONAMI

OK, no messin' abaat - it's time to kick ass. Those alien scumbags are up to their old tricks again and now there's just one thing for it: they've got to be blown away! Basically they're giving everyone all sorts of jip by being generally unrad, so it's high time they were sent screaming back to wherever the hell they came from. So belt up inside your best blasting ship and prepare for the ultimate showdown with some of the meanest muthas this side of the CVG Playgroup at closing time...



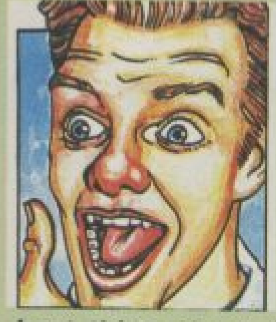
▲ Cor blimey! Just look at the bolt-on weapons you can stick on your ship if you're dead 'ard like we are: lasers, power orbs, front shields - they're all...

▲ Believe it or not, those faces blow deadly bubbles of doom!

PICK UPS A-PLENTY!





Gradius was one of the first games to feature pick-up weapons and the now obligatory multiples. It's a straightforward horizontal scroller, but the use of credit pods to buy weapons gives it a novel twist.

The craft you fly is a sleek spacecraft, initially kitted out with a sad machine-gun.

This pathetic weapon can be upgraded with the addition of lasers, double fire, air to ground missiles and a shield.

The multiples are a useful addition to the ship: these glowing pods follow your craft and fire anything you happen to be armed with, effectively meaning you can quadruple your firepower! The object of the game is simple: fly along, avoid bullets and destroy baddies - just the way we like 'em!

THANKS...to **Console Concepts** (0782 712759) for the review cartridge.

Kill! Maim! Destroy! At last, Gradius (Nemesis) is released on the PC Engine and it's the best home conversion yet! The simple nature of the game hides a hideously addictive blaster, with some of the smartest graphics you'll ever see on the Engine. The best thing about Gradius was the choice of weapons and they're all here (unlike the sad NES version with only two multiples). There's also the added treat of an extra level, not seen in the original coin-op. Graphics are among the best ever on the Engine, faithfully reproducing the arcade original - the only real difference is the slight vertical scroll as you reach the top or bottom of the screen in exactly the same way as R-Type did on the Engine. Music is superb, with faithful renditions of all the arcade themes. This game is spot-on: it has everything just right, the speed, the playability, the difficulty. If you have a PC Engine, you need this more than oxygen...

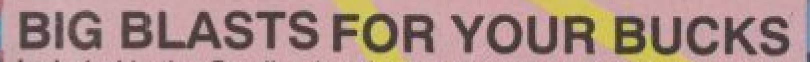
FRANK O'CONNOR



WEAPONS GALORE

At the bottom of the play screen, you'll see a line of icons. Collecting a glowing pod will highlight the first - the speed-up. Pressing the second button on the joypad selects this option and speeds up your craft. If you collect another pod without choosing speed-up, the next icon is highlighted. This is how you choose your weapons. It sounds easy, but in the heat of battle it can be hard to keep an eye on the icons. This whole idea gives the game a subtle element of strategy, the question you ask at the start of each level is: Double or Laser? Don't get it wrong!





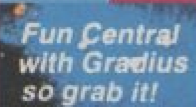
BIG BLASTS FOR YOUR BUCKS

Included in the Gradius box is an advert for other topper new Konami PC Engine games. These are Salamander and Parodius - both are sequels to Gradius. Salamander is the famous one: it's a direct follow up to Gradius and is very similar to the first game. Parodius, however, is a bit unusual. It is a sequel, but it's basically a parody of Gradius.



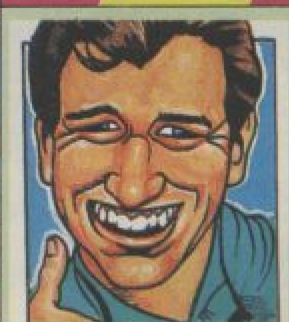






Fun Central with Gradius so grab it!





Gadzooks, it's the end- of-level guardian! He's one mean mutha.

END OF LEVEL LARKS

Every level ends in roughly the same way - a dangerous challenge to overcome, followed by a large and gruesome guardian. On the first stage you have to destroy or avoid lava chunks as they explode from twin volcanoes, while the second sees you dodging hundreds of homing mines. The third is a rerun of the first, but with the added horror of space fiends loosing off missiles! It might be wise at these points to think about which weapon is best suited for each challenge. The guardian is the same each time, a big spaceship which moves up and down, firing large plasma beams at you. It seems quite simple, but that darned critter can be a bit swift at times!

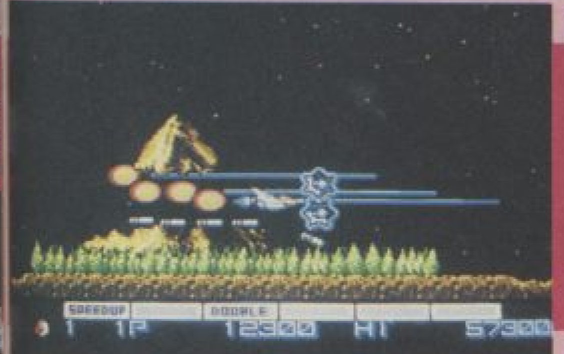
Gradius ranks as one of the all-time great arcade blasters, and this must rate as one of the best conversions ever! Absolutely everything from the coin-op is there - right down to those whiffy weapons icons you can't read in the heat of battle! Once again the Engine sits quietly on the table and pumps out arcade-quality graphics and sound: and it's only an 8-bit machine! Initially fairly easy, the game toughens up from level 2 onwards - and from that moment you're well and truly hooked. Playing Gradius on the Engine is a bit like stepping back in time: you'll think you've ended up back at Uncle Scruff's Seafront Emporium and go searching for the coin slot. In fact that's my only gripe about the game, Gradius is a tad dated and arcade fans will know it backwards already. Nevertheless this is top class blasting action, so grab it and agree!

TIM BOONE



Something nasty on the ground? Blow it to bit with missiles!





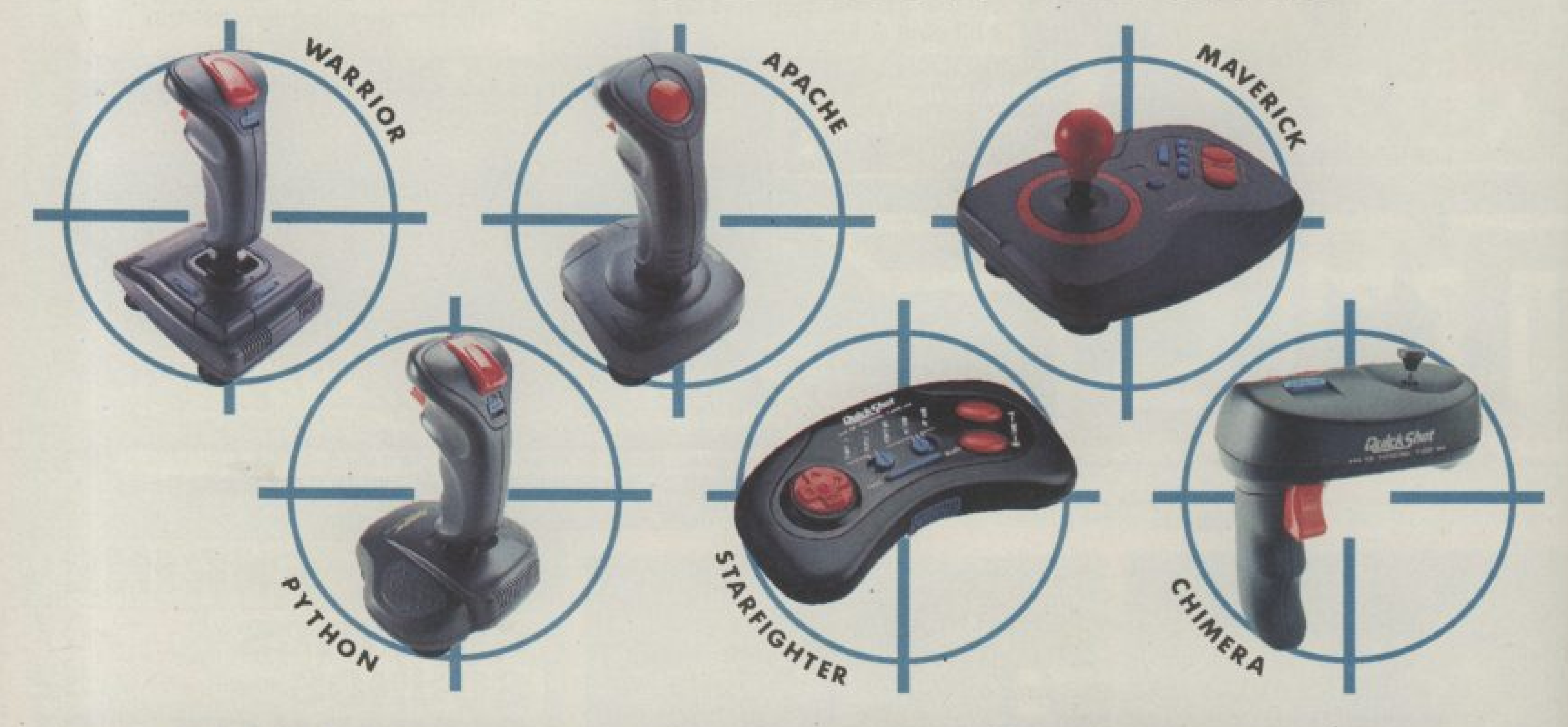


PC ENGINE	
GRAPHICS	91
SOUNDS	92
PLAYABILITY	91
LASTABILITY	93
OVERALL	92

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- ❑ 13-15
- ❑ 16-18
- ❑ 19-21
- ❑ 22-25
- ❑ over 25

ARE YOU:
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- ❑ COLLEGE
- ❑ UNIVERSITY
- ❑ PART-TIME WORK
- ❑ FULL-TIME WORK
- ❑ UNEMPLOYED

WHICH MACHINE DO YOU OWN?
- ❑ AMIGA
- ❑ MEGADRIVE
- ❑ NES
- ❑ PC
- ❑ ST
- ❑ SUPER NES (FAMICOM)
- ❑ MASTER SYSTEM
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❑ SOMETIMES
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❑ AFTER CHRISTMAS

HOW MANY HAND-HELD GAMES DO YOU EXPECT TO BUY A MONTH
❑ ONE
❑ TWO
❑ THREE
❑ FOUR
❑ FIVE
❑ MORE THAN FIVE

WHAT DO YOU THINK OF *GO?*
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WHAT'S GOOD ABOUT *GO!*?

....

....

WHAT'S BAD ABOUT *GO!*?

....

....

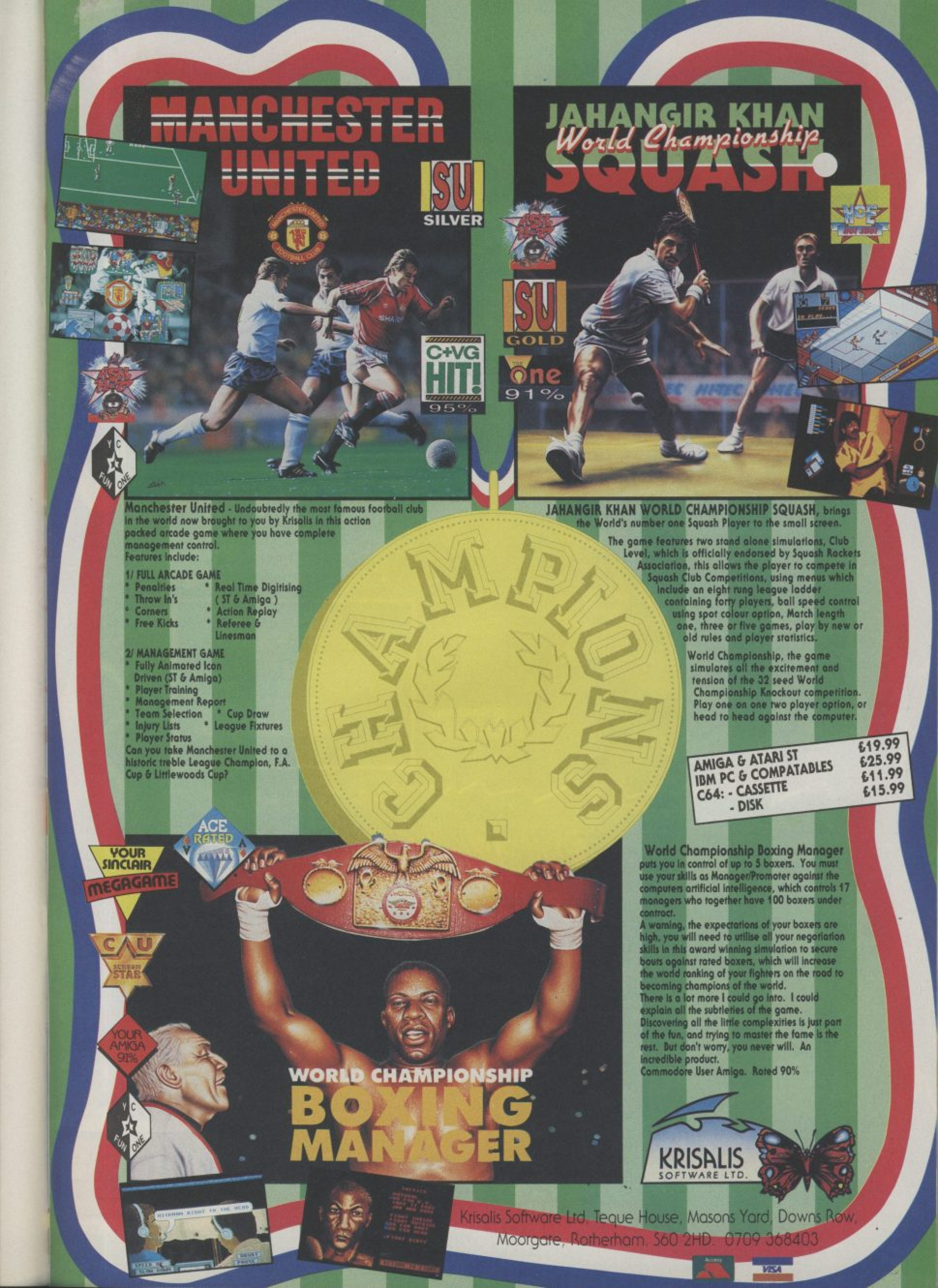
FINAL COMMENTS ON CVG AND *GO!*:

....

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That's it! Thanks for taking part in this Questionnaire, don't forget to send it in and watch this space to find out whether you've won a software prize or a mention in the mag!



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There is a lot more I could go into. I could explain all the subtleties of the game. Discovering all the little complexities is just part of the fun, and trying to master the fame is the rest. But don't worry, you never will. An incredible product.
Commodore User Amiga. Rated 90%
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well? what are you waiting for?

REVIEW

AMIGA £25
BY US GOLD

They fly, they spy, they death defy! It's the Bonanza Bros! Sega's answer to Raffles and Hudson Hawk, these guys are apparently the world's top cat-burglars! They have a rather different job this time round: instead of robbing houses for the money, a super rich corporation has hired them to test their security. Being the world's foremost experts on robbing houses, they seem like the logical choice. Robo and Mobo (bizarre names) have to check lots of buildings. To do this they must break in, avoid the security staff and pinch several objects on a list. Once done, Robo and Mobo have to reach the rooftop to be airlifted to safety! Then it's off to another building for a bit more light-fingered tomfoolery...



▲ *Don't bottle it, burgle it!*

◀ *Sometimes you can be a silly burgler*

DEAD HEAT IN THE ZEPPELIN RACE

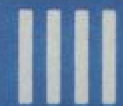
Robo and Mobo have a rather novel escape method! They always get away quickly and mysteriously and nobody seems to know why. Well, the secret is out. After each burglary, a dirty great Zeppelin swoops from the sky and rescues the criminal buddies. You'd think that a giant purple sausage would attract more than a little attention from the local constabulary. Nope. These boys are top flight blag artists and no mistake!

BIG BLAG BRILLIANCE

Bonanza Bros is a horizontal scroller which allows you to wander the buildings at will, armed with a rather slow and rather sad gun which stuns the security guards and other building staff. Once you've picked up an object, you sling it in a bag over your shoulder and look for the rest. Once you have all the objects on the list (different for each building) you make your way to the rooftop, avoiding guards. Then it's off to another building for more of the same. Hurrah!

Inside the airship - it's ▼ *the Bros!*





Bonanza Bros

Burgle those goodies and head for the stairs! ▶





Anyone who remembers Bonanza Bros from the arcades will recall the weirdo graphics and bizarre sound effects. Well, the good news is that both of these have been faithfully replicated on the Amiga version. The only thing missing is the control method. The arcade used two fire buttons to control the characters-one for jumping and one for firing. This method is lost on the computer versions and to jump you have to use a combination of up on the joystick and fire. The game itself can be a right old laugh: the buildings often get maze-like and the bad guys can be a real handful. The intro sequences are smart and the graphics throughout are attractive, even if they are weird! Neat tunes and extremely funny sampled speech add to the proceedings and you'll have many a chuckle over this. It all boils down to whether or not you enjoyed the arcade game, and if you did then this is the game for you!

FRANK O'CONNOR

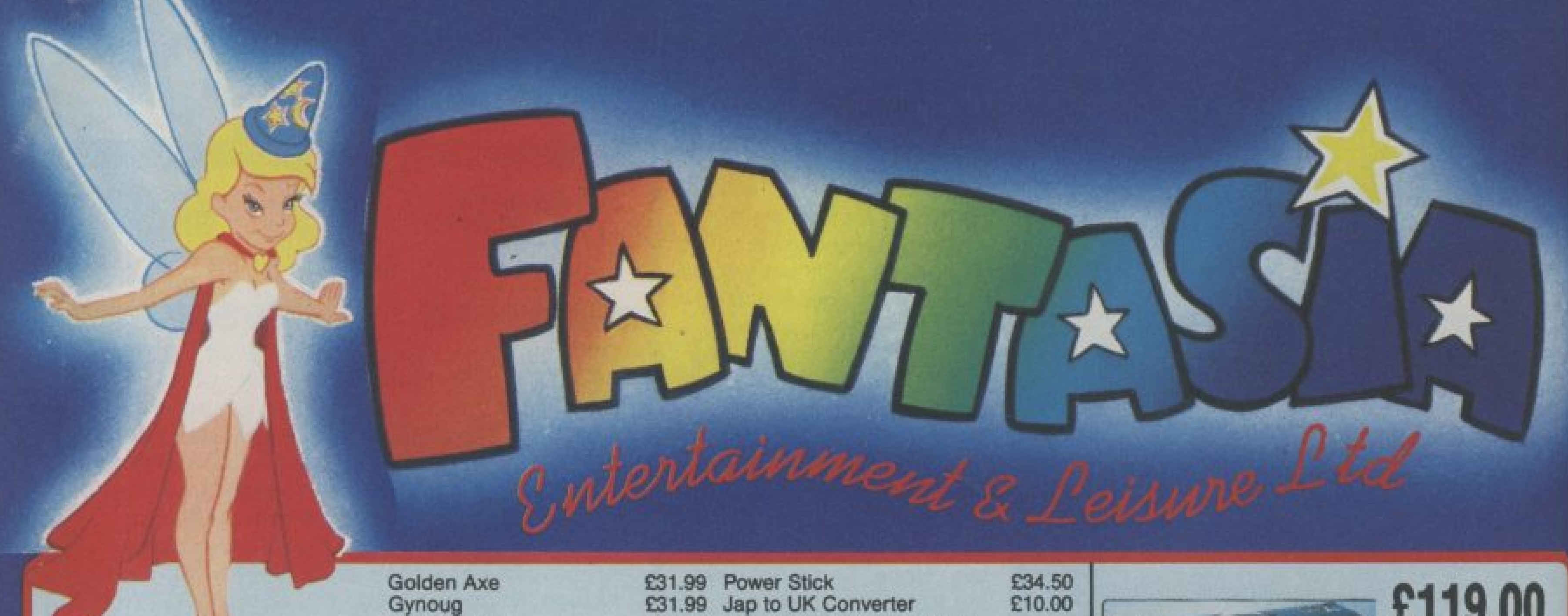
DOOR SLAMMIN' FUN!

As you progress through the game, you'll find that the gun is a bit limited. It can't fire through doors and this is generally where the guards hide. Fortunately, if you wait until they get close to the door you can throw the door open and smack them in the teeth with it! You can also hide in alcoves and wait until the guards go away. The only really safe point in the game though, is on the stairs. The baddies have a strange inability to climb, which is a bit of a godsend really!

UPDATE

Expect to see the Bonanza Bros doing their thing on ST and 8-bit machines right about now. Hurrah!

AMIGA	
GRAPHICS	80
SOUNDS	81
PLAYABILITY	84
LASTABILITY	83
OVERALL	82



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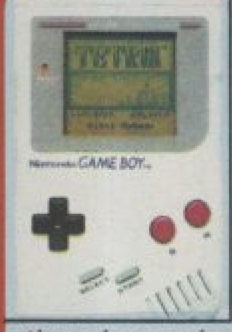
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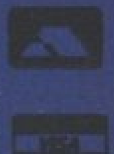
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FOR A MAGICAL WORLD OF FUN & GAMES FANTASIA

GLUURGHRGHHHH! What a sad shambling travesty of decent letter writers you lot are! Honestly, my pat tarantula Fang could do better with a hangover! You lot are about as intelligent as a Bullseye audience member, so try and impress me with your wit and wisdom at: YOB'S TUMMY TICKLINGLY FUNNY MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a stonkaliciously huge £100 for the best of the bunch, so get scribbling!

YOB'S MAILBAG

I'M A POET AND I'M CRAP

Dear Yob,
I have something to say,
It's better to respect Yob than to be blown away,
So below is the piece of prose I chose:

Mr Yob is good at his job,
His insults will make you sob,
So you'd better watch 'Pob'
He eats corn on the cob and hob-nobs
For drink he has Yop,
If you wont be intelligent then shut your gob,
in your face Yob will fob,
Of the 100 quid he will rob,
Because only the best will get that bob,
Being famous means he has a mob,
At Super Tennis you can't beat his lob,
Admittedly he's a bit of a sod,
Accept it though, Yob is the Boz.
SA Butt
Mitcham, Surrey

YOB: Butt by name and Butt by nature,
What a stupid nomenclature,
You can't write and you can't spell,
And frankly Butt your letter smells,
If you want to be a poet,
Take your brain and try to grow it,
Although I like my good points chanted,
You should take them all for granted,
I am great and you are crap,
That's all you need to know you sap.

WHATS A NOMENCLATURE?

DICTIONARY FOR BUTT HEADS

PC PROBLEMS!

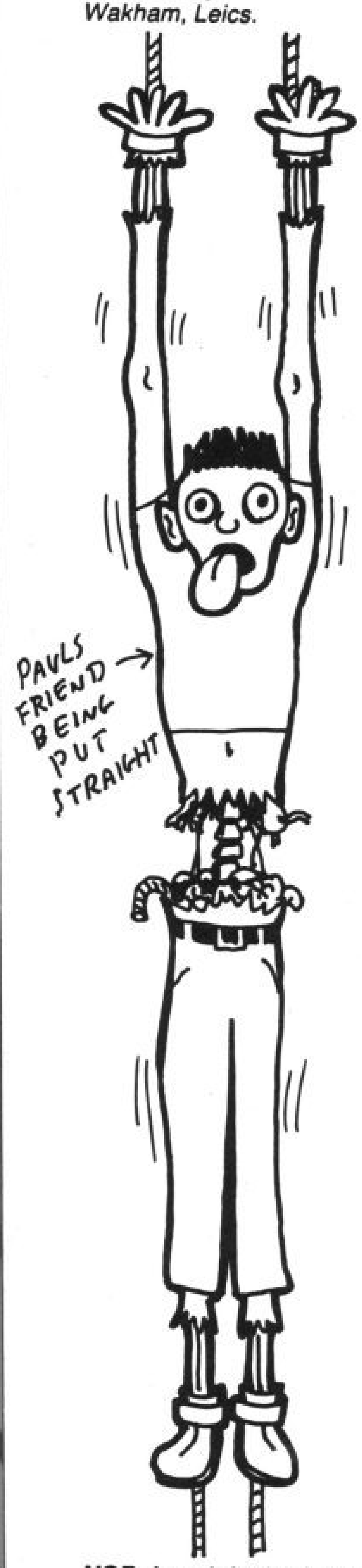
Dear YOB,
I own an IBM PC and I've got some good games like Prince of Persia and Grand Prix Circuit, but are us ordinary computer owners ever going to get a glimpse of Super Mario Bros, other than on the NES? After playing Super Mario Bros on my friend's NES, I have turned into a bit of a Mario fan. Please tell me if I can get a copy of SMB 1, 2 or 3 on my PC, even if I have to get it imported from America! Please print this letter as I'm sure other computer owners feel the same way.
John Day,
St Albans, Hertfordshire



YOB: Aha! You're in luck! It just so happens that a Japanese company have a Nintendo adaptor which will allow you to use Nintendo games on your IBM! It's called the Ichinaka 5000 and consists of the following: A Nintendo Joypad, an NES, a telly and a bit of hairy string. All you have to do, is disconnect your monitor, slap the NES and the telly on top of your computer and tie them all down with the bit of string. Simply plug in a Mario cart and away you go! Simple eh? This unit is available in your local Shambling Spaz Supply store and costs a mere 10,000 quid to anyone they see coming.

MY FRIEND IS A THICKY

Dear YOB,
I am always reading CVG and talking about computers, but one of my friends thinks that computers and consoles are rubbish and he wouldn't buy CVG if he was paid. Please put him straight.
Paul Caffrey
Wakham, Leics.



YOB: I can't be bothered to put him straight myself, but I'll tell you how to do it: talk to him calmly and reasonably, explaining the error of his ways. Then jump up and down on the obnoxious little turd until he's put straight - straight into hospital...

WHAT? MORE PC PROBS?

Dear YOB,
Your mag is rad! I have a few questions about game releases. 1. Will Final Fight reach the PC? 2. Will Alien Storm reach the PC? 3. Are R-Types 1 or 2 available on the PC? 4. Is TMNT 2 the same as the arcade machine? 5. Could you tell me the cheat for Gain Ground on the M.S.? 6. Could you recommend some good beat 'em ups on the PC? 7. Could you review some action games on the PC instead of just Sims?
Bruce Darwin,
Australia

YOB: I will take great pleasure in answering your sad questions: 1. Definitely not. 2. Not a chance. 3. Nope. 4. Yep. 5. Can't be bothered. 6. Bruce Lee Lives is a smart beat 'em up. 7. Keep reading...

VEGEMITE RELATED PROBLEMS

Dear YOB,
I'm a proud Aussie bloke who owns a Nintendo and I'd like to ask a few questions. I recently bought Bart Simpson VS the Space Mutants. When I brought it home and played it and saw that the graphics were crap I was a bit upset. Why's this when the review looked great in the mag? Can I use British and American carts on an Australian Pal NES? Did you know that by the time we got the issue telling us about the CES, there was only a week to go? One last thing, is your Auntie going to be back? Ha, bet that browned you off! Now you'll have to print my letter to call me a dozy git! Ha, ha.
EC
NSW, Australia

YOB: You're not a dozy git. Oh no. You're a dozy Aussie git - and that's a lot worse...



SAD AD DISASTER

Dear YOB,
I am a good fan of your magazine and have been collecting it for years now. I was flicking through it the other day and I came across the Micro Sells advertising pages. To my surprise I saw an advertisement for a Game Gear with nine games including Mickey Mouse and Monaco GP and TV Tuner-all for only twenty quid. I was amazed. I immediately rang the number only to find it was a big joke. I then looked further on in the magazine and found an Atari Lynx with Slime World, Ninja Gaiden and Paper Boy, the mains adaptor, the pouch and visor, again for twenty quid. Guess what, another joke! I'm sure that there have been many more of these ads in the past and so all I'm asking of these obviously disturbed people is to stop it, so that other people can put proper adverts in and then go see a psychiatrist.
Emmet Doyle
Abingdon, Oxon

YOB: Looks like you've been taken for a bit of a ride, my old bumboil. Who the hell would flog a Gamegear with nine games for twenty quid? They'd only do it if they thought they'd find somebody with a brain the size of pigeon dropping. Next time you read the microsells section, connect your head to the rest of your sad body. Next...



OH BROTHER!

Dear YOB,
At long last I have found you! I'm your long-lost brother, SLOB! All this came to light recently when some people stopped me in the street and said, "here, you're that YOB geezer out of CVG!" I pretended not to notice them and walked on. When I asked my mum about all this, she told me I had a brother, but she gave him away when he was a sprog cos' he was such a lunatic. I had to be sure, so I walked down to WH Smiths and bought a copy of CVG to check. Sure enough, I opened the mag and I swear, it might have been my own reflection in the YOB pages. I was a bit concerned at you starring in a soft magazine about games, but I figured out that CVG stands for Cretins and Vicious Geezers! So if you want a reunion, or even a baseball bat fight, just contact me at this address:
SLOB, BINS, BACK OF ORMSKIRK TESCO.

YOB: My long lost brother! I don't believe it! I thought you were lost forever. Last I heard, you were given away by Biffa Bacon's family cos' you were too rough. Cor, I thought I was an only child. When I was young I used to stay in my room all the time. It was full of rotten food, it smelled terrible, all the windows were smashed and I had no-one to talk to. It was great - so bog off 'cos I never want to see you again. Where the hell are the computer games questions?



PARTY PRANNIES...

Dear Yob,
Me and other parties have come to the conclusion that some loony in a straitjacket hired you to dress up in a leather jacket and write a letters page and in these letters you were told to insult as many people as possible. If this is not the case, then you're a waste of space in a good magazine, who wears Vanilla Ice shorts and a Bros T-Shirt and has a faulty toaster for a brain. One last thing, who the hell is the person who draws the daft pictures at the end, cause I've got my dog to do better.
Mr Mad Man
Dangleberry on Sea

I've come to the conclusion that you're about as useful as a jobbie in the lobby on a warm day at Buttlins. Is it just me, or are you the biggest turd who's ever written to YOB in the history of the mailbag? Probably not, because you're just a talentless piece of puke with skid marks instead of brains and you'll never amount to anything in your whole worthless life. Apart from that, I think you're OK...

PICCIES A-PLENTY

Dear YOB,
I have a picture of you when you was little with no clothes on. If you don't send me a hundred quid I shall tell everyone about the spotty on your botty and if you don't print this letter I shall tell everybody how your mum makes you go to bed at 7 O'Clock and she reads you a bedtime story.
Lee Nutsey
Pendlbury



YOB: I don't care, if you want to show a picture of me in the nude, then do it. Just make sure that it gets shown on TV as well. You're right too, I do go to bed at seven...in the morning and the only stories my mum reads are horror stories. If you think you're getting a hundred quid from me, you can go crawl up your own bottom with a large pointed stick.

SAD SCROUNGING SPAMHEAD

Dear YOB,
I am writing to say that my Megadrive is totally ace but the one problem is I've only got Streets Of Rage, that amazing game. But Streets Of Rage has broken, So please, please get me Streets Of Rage for an Early Christmas. I can't save up myself because I don't have any pocket money.
Sean
St Anne's on Sea
YOB: It just so happens, that I got another copy of Streets Of Rage for Christmas this year and that means I've got a spare. However, I'm not going to give it to you because I'm wearing my special Scrooge underpants. There is a bit of good news for you though, I do have a spare copy of John Madden's 2, but you're not getting that either so bog off.

USELESS LETTER AHOY

Dear YOB.
Why do you bother printing letters from prats like Hong Kik Lee? I say you should go round his house and knee him "you know where". Anyway, I think your mag is brill. You are totally cool and street tough. If you do not print this letter, I will never buy the magazine again and I will label you a gutless girls blouse. Got that turd-brain? I am a genius, I can complete SMB with over 200 lives left. So what do you think of that, dork?
Gavin Jones
Newport, Gwent

PS My sister thinks you're lush. She wants to get in your underpants. She's an 18 year old sex pot.



YOB: You sound like to me like a two-year old pile of [redacted] and I've seen your sister - but decided to shack up with the back end of a bus instead.

LOOPY LAPLAND LARKS

Dear YOB,
This letter, it is coming from Finland. I live in Syote which is inside Lapland. Lapland is being north of Finland. My name it is Jani Riihiaho and I am being 12 years aged. I am reading CVG mag and I must be say for you, "Not enuff trix rad, I am not bigger posters having." Ha ha ho. Here is some writes of some parts of your's mag. Level bug occurred when Robin Hood am playing was. Robin cannot move to anything. Ha ha ho.
Jani Riihiaho
Syote, Lapland



YOB: I am liking your letter very greatly. Lapland is being almost normally fine. Snowing have you and muchness of so. Mind you, a simple puke pile sadly are you being and cheesing of person's feet is happened. Socks and cleanly must you be changing and lessons taking outside English maybe. Writing to us no more should you having, or we are me having to kick your eskimo ass also. Ho Ho Ho.

ARE YOU TAKING THE MICKEY?

Dear YOB,
I am writing to ask about the game Mickey Mouse, Castle Of Illusion. I just can't seem to pass the Chocolate Master Of Illusion. Also, can I have a signed picture?
Andrew Suttle
March, Cambs.
YOB: I used to have trouble passing Chocolate of Illusion too, but a healthy dose of bran and six rolls of two-ply soon sorted me out. If you want a signed photo of me, just go down the local Police station, pinch one of their smart Wanted posters and draw a big "X" on it...



SAD MEGA MATEY

Dear YOB,
I'd like to tell you about a strange thing that happened to my friend last week. An elderly relative of his passed on, leaving him several hundred pounds in a trust. He's a bit foolish with money, so he went straight down the local computer shop. He bought Sonic, Mickey Mouse, Gynoug, Batman, EA Ice Hockey, John Madden's, Mercs, Alien Storm, Streets of Rage, Spiderman, Strider and Golden Axe. He also bought another joypad, two arcade powersticks, a Master System converter, a copy of CVG and Mean machines, he handed in a subscription to Megatech and purchased a copy of the Complete Guide to Megadrive. He raced home and sprinted up to his bedroom with all his new swag. Then he remembered, he doesn't own a Megadrive. Is life a bitch or what?
Rob Norton
Daventry, Northants.
YOB: It certainly is Rob - or is that Nob? Your handwriting is so bad I can't tell, but that sad little story says I was probably right the second time.

SAD POET'S SOCIETY

Dear YOB,
I have just read my son's November 91 issue and thought I could write a better poem than the one in "Sad Poetry Corner", so here it is...
COMPUTER VIRUS
My son has caught the virus,
And lost the use of his feet,
His energy's gone to his fingertips,
And he's no time to eat or sleep,
Everyday he's a different Super Hero,
Turtle Battle Toad or Mega Twin,
Robocod Captain Planet or Mario,
Ready to fight or die on the small screen,
Chased by mushrooms birds and dragons,
Or playing karate football or tennis,
Fighting off King Bowser or Dr Willy,
And bravely saving the Princess,
Everyday is a new adventure,
Living on his speed and skill,
Though he never leaves the living room,
He must be really ill.
Fay Pilliner
Bromyard, Hereford

There was an old mumma
called Fay,
Who sent in a poem one
day
It's totally crap
Her son is a sap
And there's nothing more I
can say.

GIMME ONE!

Dear YOB,
Can I have the 100 quid?
Kavan Youssefifar
Cheadle, Cheshire
YOB: Nope.

GIMME ONE TOO!

Dear YOB,
Please can I have the 100 quid?
R Sole,
Bumbridge, Bottomley
YOB: Oh, alright then.



So you reckon you're hard, eh? Reckon you can match the wit and wisdom of yours truly in his Neverwash Multi-Skid boxer shots? Reckon you're tough enough to match the world's rudest thug? Naaaaah! No chance! You lot are about as much use as an old eunach's jock strap with a broken buckle and as funny as a Rottweiler in the Y-fronts.
Well, here's your chance to prove you can be as fab, funny, and downright cool as yours truly: just ring up and insult me down the 'phone! That's right, your host with the most is right here and waiting for the very worst you miserable suckers can chuck my way. So if you've got something you want to get off your chest, like the greasy zit that keeps popping up on mine, ring this number and explode down the phone:

0839 500845

I'll print a selection of the best printable insults right here in the mag, and there's a spanking new Famicom up for grabs to the loudest, funniest, coolest call of the lot. Remember though, any sad thicky can hurl obscenities down the phone and I've heard 'em all before, so keep it clean or you won't win a thing and look a right pranny. That aside, get dialling and tell yours truly where to put it...

Special note: Make sure the person who coughs up the phone bill knows you're dialling and remember not to insult them too: they'll probably beat you up because you're a sad little wimp after all. Calls cost 36p per minute off peak and 48p per minute peak rate.



MARBLE MADNESS
IT COULD PUSH YOU OVER THE EDGE !!
MB
Nintendo
ENTERTAINMENT SYSTEM
Taken from the Arcade Classic.
Official Nintendo Seal of Quality
Risky Romps
Wicked Waves
Slippery Slopes
NOW AVAILABLE
BATTLE YOUR WAY THROUGH TIME
TIME LORD

REVIEW

MEGADRIVE £39.99

BY ELECTRONIC ARTS

Doctor Maybe might be a bit a megalomaniac, but he's not at all happy. First time round he had his butt well and truly kicked by the special agent to end 'em all: James Pond - Underwater Agent. He's been hiding away ever since, planning his revenge and dreaming of all the dreadful things he's going to do to our fab fish. After months of deep consideration, the perfect plan pops into Maybe's mind - and it's all about toys. But how can harmless little playthings do any damage to mankind? Here's how: by altering their workings so that they become psycopathic killers, Maybe reckons he'll create the perfect army of killers - and he's not far wrong. One trip down to the Arctic and the plans are put in motion, the toys are tampered with and Maybe's maniac army is all set to take over the world! Trouble is, Maybe never reckoned on the solid advances of fishy technology. F.I.5.H agents have devised the ultimate agent - Robocod. Half aquatic animal, half machine, Robocod's directives are to shut down every toy in sight before shutting down Doc Maybe for good. Is our man Cod up to the task?



▲ James Pond lost in Football Land



Most of you will already know all about Robocod on 16-bit machines. We reviewed the game a few issues back and it scored a comfortable hit. The Megadrive version is precisely the same game, using the strengths of the console to full effect to improve upon the original wherever possible and turn this into a finely tuned console romp. I played the original quite a lot and wasn't expecting to give this conversion much time, but it's just so slick it draws you back again and again! Graphics and sound are faithful to the Amiga version and for my money this on plays just a tad better because the joypad is a lot less bovva than the joystick. Here's a game which suits consoles perfectly, and if loads of laffs and jolly japes are right up your street then this game is where you want to be.

TIM BOONE

SEGA MEGA DRIVE

JAMES POND™ II CODENAME: ROBOCOD™

BY MILLENIUM

CVG HIT

ROBO RETURNS!

Robocod may look more than a tad familiar, 'cos you've no doubt seen him before! He's none other than that original underwater super hero James Pond - remodelled this time round for more thrills 'n' spills.

Robocod is the sequel to James Pond, the computer and console game which swept the world not so long ago. This time round the maniac brains behind the game have taken all the best bits and improved upon them, delivering a completely different style of play you'll have to se to believe!





▲ James Pond in his original guise!



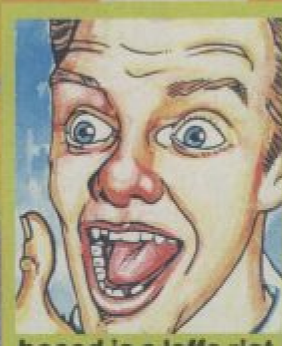
▼ If you go own

STRETCH FOR TOP SCORES!

Our man Pond has a boxful of skills to draw on, including the ability to stretch his body in order to grab hold of the ceiling! Cod can rise miles by stretching his body straight up, then grab an object and shimmy along to avoid those annoying floor-based hazards! This can be a real relief when things are getting hairy, but sometimes turn into a right pain in the jacksie if you don;t know here the hell you are!

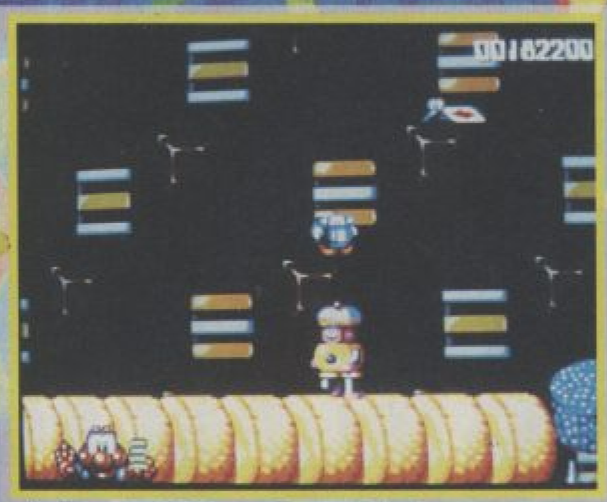


▲ *Robocod rises to the occasion!*



James Pond is back, only this time he's half robot, half fish! This is one brilliant platform game and a stonking conversion of the Amiga original. The graphics have been reproduced almost perfectly but just a little faster and smoother. Soundwise, Robocod is a laffs riot - with a brilliant remix of the Robocop theme music and some smart sound effects. The in-game tunes are a bit twee, but suit the game perfectly. Gameplay though, is the main concern and Robocod has oodles of it. The platform theme is great and the game is fast, enjoyable and downright groovy. The game is huge, with tons of levels and secret screens - the only real difference between this and the Amiga game, is that the coloured backgrounds have been replaced with less colourful, but more detailed parallax backdrops. If you liked the look of the Amiga version, then put on your special shopping Y-Fronts and get down to Mr Spanky's Cavalcade of Software and reserve one right now!

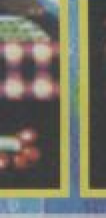
FRANK O'CONNOR



▲ *Good old Bertie Basset, he's Britain's greatest asset!*

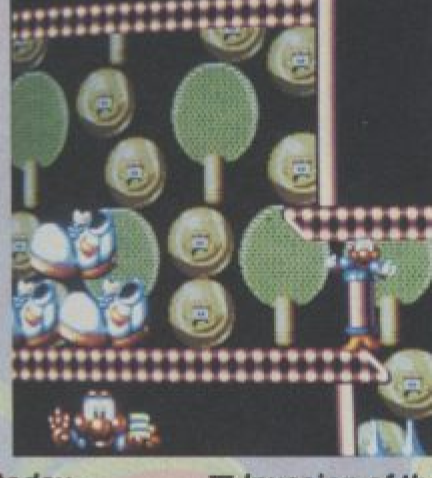
SUPER SWEETIES CENTRAL!

Stuffed full of tons of gorgeous scolling screens, Robocod features all manner of amazing meanies to discover and destroy! Some of them are so weird and wonderful you'll see why Dr Maybe has more than a few screws loose, and a few are loosely based on characters you'll have seen before. We're saying nowt!



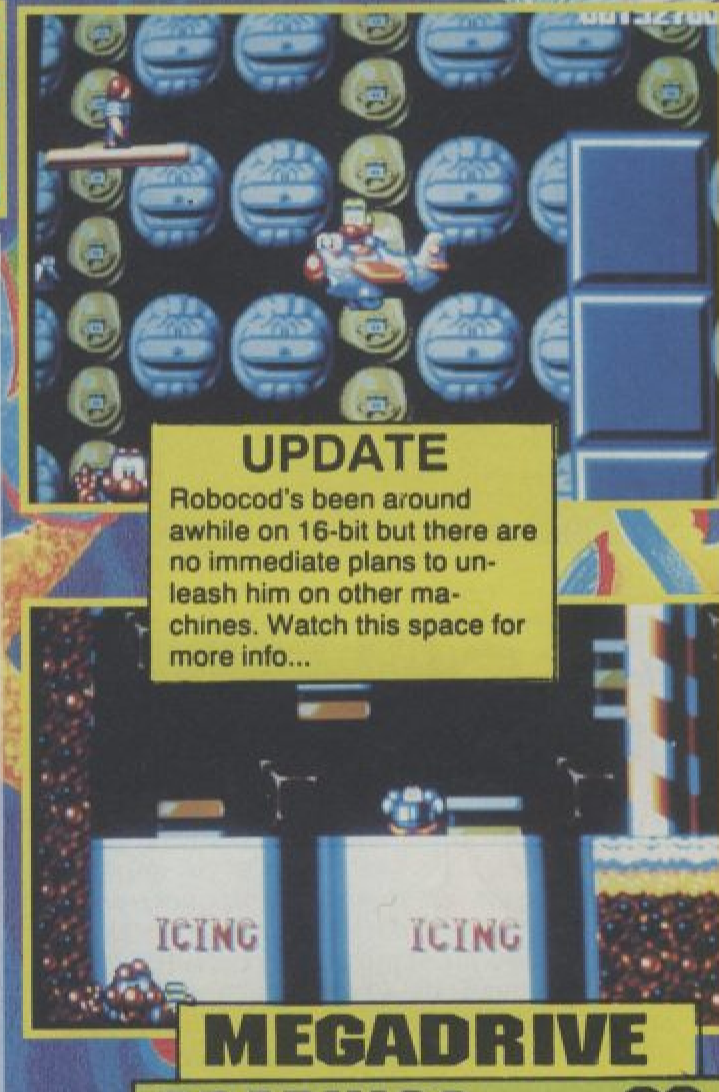






BIG BEAUTIFUL BONUSES

Not only does Robocod feature more than 2,500 screens of action, but the game includes loads of bonus rooms and a specially created bonus level! Here you can pick up some major points and power-ups to aid young Robo in his quest for the Doc. Hurrah!



UPDATE

Robocod's been around awhile on 16-bit but there are no immediate plans to unleash him on other machines. Watch this space for more info...

...ou go down to the woods today...



▼ *Invasion of the sweetie monsters!*



MEGADRIVE

GRAPHICS	92
SOUNDS	89
PLAYABILITY	92
LASTABILITY	91
OVERALL	91

MEGADRIVE £35

CVG HIT

Welcome to another round of the toughest game in town: the one and only Speedball 2! As you'll know by now, street fights are a thing of the past - nowadays the hard boys just pull on their shining suits of armour and beat the crap out of each other for B.I.G. bucks! Here we are at the Brutal Deluxe home ground for another feast of fighting fun, and I reckon we're in for quite a bit of bovver. In case you don't know the rules, I'll do a quick recap: there aren't any. Get the steel ball into the other team's goal as many times as you can, by whatever means you can. And don't worry if a few people get hurt - whaddya think we pay them for? Get out there and get kickin'!



SPEEDB

BILLINGTON '92

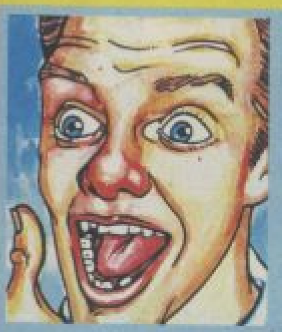
FAST FURIOUS FUMPIN' FUN!

Fast and furious are the watchwords for Speedball 2, converted from the Bitmap Bros' Amiga classic. The emphasis is well and truly on speed, strength and reflexes with no points for second place!

The game centres on the steel ball which spins out of the central gun at the start of play. From this moment it's a fighting free for all, with just about anything allowed as you scrap for points.

Tap the fire button quickly and the player with the ball will throw it at shoulder height. Keep the fire buttonm pressed down and he'll do a curling lob over the heads of the opposition, ready for his mate to catch further up the field. Catch the keeper off guard and you may just slap one in the goal for ten points, a big klaxon and an action replay.

Don't like the look of that bloke with the ball? Well, punch his head in!



Speedball 2 was an instant classic on the Amiga. You'll be glad then to discover that the Megadrive version retains every feature of the Bitmap's classic future sport. The differences are all slight improvements. The Megadrive conversion is a little faster and smoother and for some bizarre reason, it suits the joypad perfectly. Graphically, the game is a joy to behold. Detailed sprites, smart backgrounds and some nice special effects all add up to a veritable visual feast. The sound doesn't quite match up to the standard of the graphics, but it still includes some lovely samples and tunes. The options are comprehensive to say the least, with different combinations of teams, players and equipment available. All in all, the best sports sim available on the Megadrive and an essential purchase.

FRANK O'CONNOR

THANKS...to Console Concepts (0782 712759) for the review cartridge

REVIEW



BIG BOY BONUSES

There's no room for wimpos in Speedball 2, and there are a variety of bonuses on offer to really sort out the men from the boys. All are useful and some are so darned good they can make all the difference at the very last minute as you crawl back into the lead:

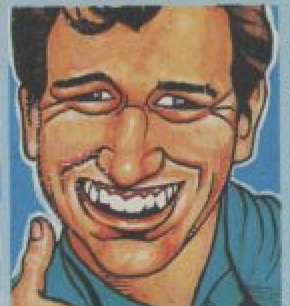
Stars: Stars line the playing field. Hit them with the playball and you'll score two points for each one. Light up the lot and you'll get a big 10 point bonus. Hurrah!

Bounce Domes: Two of these little beauties lie dormant on the field. Hit 'em with the ball and it flies off in a random direction, racking up two points in the process!

Multiplier Ramp: Roll the ball in either direction up the ramp and you'll activate the Score Multiplier. Roll it up once and your scoring potential increases 50 per cent, roll it up twice and each goal is worth double - just the thing if you're lagging behind and need to catch up quick! Beware though, 'cos the other team can turn off the lights just as quick as you can spark 'em on!

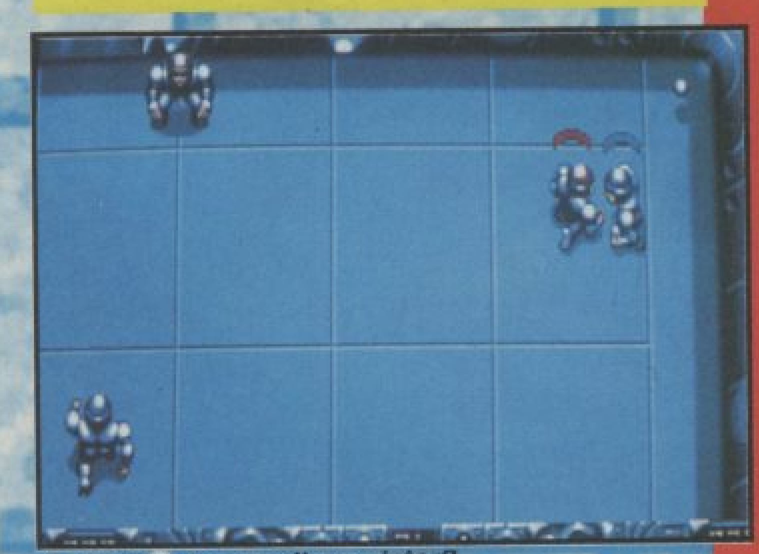
Electrobounce: Two of these units line each side of the field. Hit 'em will the ball and it electrifies, glowing gold and knocking over the first player it hits from the other team!

Warp gates: Four of these line the field, and throwing the ball into one of them will cause it to warp out of another further down the field.



The original Speedball was the best scrap 'n' score game outside the arcade, and Speedball 2 on the Amiga improved it still further. This is the Megadrive conversion of the 16-bit classic, and if anything it's even better in many respects! The gameplay is certainly faster and smoother, and although you will see a tiny glitch in the scroll at certain times, you'll hardly notice. Graphics are great, sound's a laugh (and this time round there's no annoying little oik yelling "Ice Cream!" when you score a goal!) Gamplay's where Speedball 2 can't be touched, though. Fast moving from beginning to end, it's intensely competitive for every second you're playing - especially if you take on a mate for head to head laffs. My only moan is that occasionally you lose track of the ball, but with a game this fast that would only happen in real life, so who's complaining? This is one of the strongest titles on the Megadrive at the moment, so I suggest you snap it up right now!

TIM BOONE



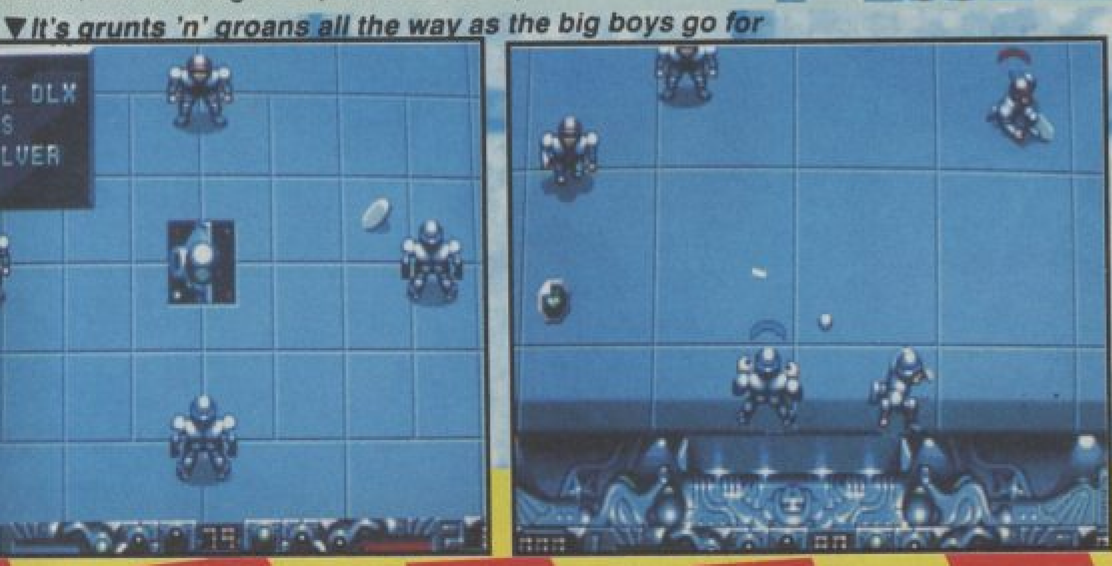
▲ *What did you call my sister?*

MANAGE YOUR MANIACS

Speedball 2 offers you the chance to manage your team in orderf to get the best out of them and make sure they really know how to rough up the other side. In this section you can change your starting lineup, while the Gym screen allows you to alter a wide variety of team factors including Aggression, Attack, even Intelligence (or the lack of it!)



▼ *It's grunts 'n' groans all the way as the big boys go for*



all?

YOU JAMMY SLUGGER!

Little known facts of life: CVG and Mean Machines liked Speedball II so much we organised a knockout compo. Who won? None other than Paul Rand. How? We don't know either, but it must be something to do with those Bitmap-style shades he wears...



MEGADRIVE

GRAPHICS	90
SOUNDS	89
PLAYABILITY	94
LASTABILITY	93
OVERALL	**93**

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MOUNTAIN BIKE	NATHAN O-REILLY, WILLENHALL	LIVERPOOL SHIRT	STEPHEN FYLDES, CASTLE BROMWICH
YAMAHA PW80 MOTORBIKE	GALIC ZDRAVKA, LONDON W12	ARSENAL SHIRT.	VICKY BARROW, CHESTER
SUZUKI LT50 QUAD	ROBERT WRIGHT, ROCHESTER	NOTTS FOREST PRIZE	LEE ROBERTSON LAURENCEKIRK
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REVIEW

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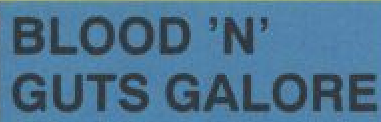
BY DMI

Fantastic Voyage

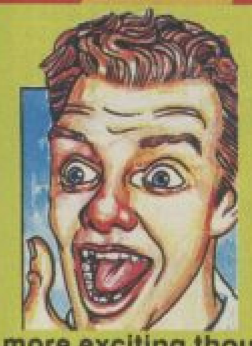
FANTASTIC FRILLS 'N' SPILLS

Fantastic Voyage bears more than a passing resemblance to the likes of R-Type and Salamander. You have to find your way to the poor old bloke's brain, passing through all the sections of his body - even the 'orrible bits. There are two main problems though. One: there are tons of evil critters infesting the body. Two: you need certain weapons and medicines to destroy obstacles. Can you do it in time?

Anyone seen a smart Sixties film called Fantastic Voyage? Here's the plot: a crazed scientist has perfected the technique of miniaturization, but an unexpected illness causes a blood clot in his brain. The problem with the shrinking process is that it wears off after an hour. The scientist knows how to stop this happening, but he's at death's door! You, a team of doctors and a submarine are all to be shrunk and injected into the scientist's, then make your way to the blood clot and destroy it. Thing is, you have to get in and out within an hour, otherwise you'll start growing again inside the bloke! Get to it!



▲ *So, where do we start eh?*



What an unexpected treat! Fantastic Voyage is a smart variation on the staid shoot 'em up genre, with an ingenious plot and some brilliant special effects. In style it's a little like Atomic Robo Kid, a mixture of exploration and frantic blasting action. It's a great deal more exciting though, with a real sense of suspense as the clock ticks away and the baddies creep up on you. There are extra weapons galore and very necessary they are too. Graphically this is a treat and a half. The organic feel is brilliant, really slimy and icky! The spotlight effect on the ship as you drift through the body looks superb. Music is good, but you'll only hear it if you have a one meg machine. The game is only as big as a human body, but when you're less than a nanometre in size, that's a lot of area to cover. A smart addition to an otherwise lifeless genre!

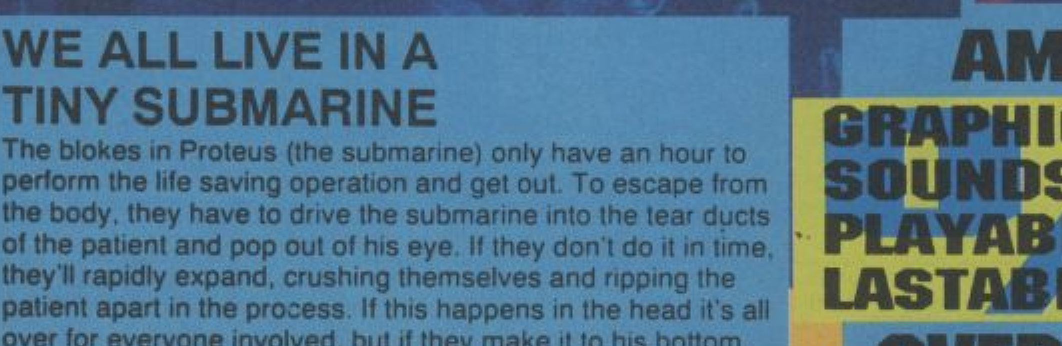
FRANK O'CONNOR

Crumbs! It's 'orrible! ▼

BLOOD 'N' GUTS GALORE

All the baddies in this game are revolting. The first things you come across are flying red blood cells and very realistic they are too. You'll also encounter massive cancer cells, all whirly legs and oozing pustules. There are really nasty things in there though, like lice shaped parasites, which at this scale are about the size of a blue whale. You also have to watch out for the body's defence systems, it may think you are a virus and send out gangs of antibodies to get you!





WE ALL LIVE IN A TINY SUBMARINE

The blokes in Proteus (the submarine) only have an hour to perform the life saving operation and get out. To escape from the body, they have to drive the submarine into the tear ducts of the patient and pop out of his eye. If they don't do it in time, they'll rapidly expand, crushing themselves and ripping the patient apart in the process. If this happens in the head it's all over for everyone involved, but if they make it to his bottom, they might just escape with their lives!

AMIGA	%
GRAPHICS	87
SOUNDS	78
PLAYABILITY	86
LASTABILITY	87
OVERALL	86

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SPECIAL FEATURE





THE BITMAP FLANGE RASTERDOOBRIE

The Mega CD is a compact unit that sits happily underneath the Megadrive. It's very similar in styling to the Megadrive and once in place it looks dead sexy. The internal gubbins are a mass of smart custom chips and processor doobries. The Mega CD uses a Motorola 68000 chip, like the one you'd find in an ST or an Amiga. This chip runs at 12.5 MHz, which is bloody fast, especially when used in tandem with the Megadrive's own 68000. This is all very well, but a CD ROM really needs one thing...a RAM cache! What's a RAM cache? Well, when a CD unit sends graphics and sound to the host machine, it needs to hold a lot of information in memory. If it can't do that, then you get a very irritating lag while the machine accesses the Compact Disc. This was a big problem with the PC Engine CD unit, the waiting time can get quite aggravating. Fortunately, the Mega CD has a large RAM cache and can handle up to 6 Megabits of info at one time, this is more than enough space for pause-free gaming. As far as sound goes, the Mega CD is a big improvement over the Megadrive. It has an extra 8 channels of PCM sounds and they are well up to the quality of a decent Keyboard. These can be played at the same time as the Megadrive's chip and can also be used with live CD tracks so musically, you can't go far wrong. The extra processing power built into the new unit, means that the Megadrive can now perform the kind of scaling and rotation tricks that the Famicom is famous for. All in all, a smart bit of kit.

MEGA-CDの超高
1 大容量6MbitバッファRAM搭載

So here it is. The battle of the giants. Nintendo and Sega have been waging war in the console market for years now, with Nintendo always having the upper hand. Sega looked all set to change this around in the British market at least, with the launch of the Mega CD. Nintendo however had different ideas and decided to bring forward the launch of the Super NES (Super Famicom to you and me). The launch is all set for spring, with Super NES machines in the shops, possibly as early as February. Sega don't plan to launch the Mega CD officially until Summer next year. Now here's the question on everyone's lips; Do you buy the Super NES, or wait for the Mega CD? It's not an easy choice, so here's a guide to what's hot and what's not about the two machines...

MEGA CD V SUPER NES

BIG IN JAPAN

The Mega CD has been widely heralded in the land of the rising sun, as the machine that will bring CD ROM into the home. There are already a couple of CD ROM standards in Japan, the most successful of which is the Sharp FM Towns. This computer is basically a souped-up PC, with smart graphics and a built in CD unit. The thing the FM Towns is most notorious for, is the number of games featuring scantily clad women. It's widely expected that this kind of dodgy software will appear on the Mega CD, although Sega's strict quality controls should filter the worst of it

MEGA-CD SYSTEM





SPECIAL THANKS!

CVG would like to thank the fine gamesters at **Ace Consoles** (071 383 0480) for getting a Mega CD to our office the very day following its launch in Japan! Best known for their Super NES (Famicom) expertise, Ace are expanding their horizons to take on Sega's wonder machine, so call 'em for info!



SPECIAL FEATURE

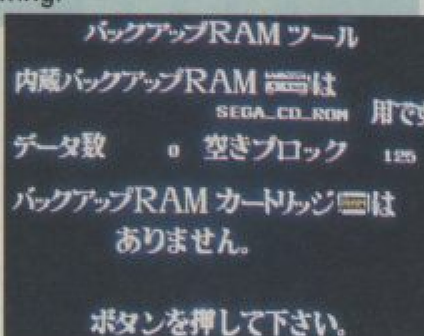
out. The Mega CD was released in Japan last December and basically sold out as soon as it hit the shops. Sega cleverly released limited numbers, so selling out completely isn't quite as impressive as it sounds. The demand though is easily outstripping supply even now. In the UK, when the machine was launched, grey importers like Advanced Console Entertainment and Console Concepts were snowed under with orders. In fact, when we picked up our Mega CD, there was nearly a riot because it was the last one in stock!



WHERE'S OUR BLIMMIN' MEGA CD?

After months of sneak previews and much speculation, we finally got hold of a Mega CD! The machine arrived in the CVG office only days after its release in Japan. The excitement in here was unbearable. Problem was, when we first got it, we had no software. When you turn the machine on, you are presented with a really sexy demo. This shows the Mega CD logo floating in the sky, it starts turning, spinning and swooping around the screen. It's all very impressive, but it's even more impressive when you discover that the logo isn't a polygon, noparoony, it's a sprite. This gives just a peek at the machine's true potential. The music that plays during this demo is groovy, but hardly mind-blowing.





A SONIC CATHEDRAL OF SOUND...

Not only is the Mega CD a smart piece of video gaming technology, it's also a bloody good CD player. Instead of the usual array of buttons and dials, all you do is slot in a normal CD and press start on your control pad. The screen then changes from the demo to a menu of options. These allow you to play any track on your CD at random, or if you like, in a preprogrammed order. There are tons of useful options and if you're into music you'll love it. You can for example, loop small sections of any track, useful for sampling chords or instrument sounds. There are a wealth of options and the sound quality is quite remarkable. Using the audio ports and connecting the Mega CD to speakers, the sound quality is easily as good as a decent CD player. Put through a good stereo system with amplifiers and the unit becomes a formidable bit of Hi-fi equipment.



SO IS IT ANY GOOD OR WHAT?

Well, there's no doubt about it. The Mega CD is a dead hard bit of kit. Problem is, the first few games don't really take full advantage of it. There are a few Japanese RPGs available already, most with untranslatable names. The RPGs all follow the kind of Gauntlet inspired top-down perspective, with a lot of spell casting and wandering about. The one advantage CD brings to this type of game is in the lengthy graphical intros. You get treated to highly impressive cartoon sequences throughout and the accompanying music is quite awesome. We've only seen two arcade style games so far. The first, Heavy Nova is a cross between a shoot 'em up and a beat 'em up. It's a horizontal scroller, very playable and very fast. Again, this game features huge cartoon intros and smart music, but graphically it doesn't do anything you haven't seen before. Sol Feace is the second of the arcade games and it's a good old horizontal scroller. This is a real disappointment. As far as graphics are concerned, this is no better than say, Thunderforce or Gaiares. There are the now mandatory intro screens and the music is funky and well composed, but you could easily be mistaken for thinking this was a Megadrive cart. There are a few big titles penciled in for future release, expect to see a lot of Sega's arcade catalogue, G-LOC and Radmobile for starters. Best of all though, a little birdie tells us that Sonic 2 may well appear on the Mega CD first. From what we hear, it's gonna be something very special indeed!





BUT WHEN CAN I GET ONE?

The Mega CD has had its official launch in the UK penciled in as Summer 92. This is reasonably fast and we'll get it around the same time as America. The machine is certainly expensive as an import, around the 300 quid mark. When it's released over here, the reduction in price wont be all that great. Expect an official price of around 250 quid. The Mega CD imports will only work on SCART Megadrives at the moment, but the console boys are hard at work on a conversion and it should be available for Pal machines by the time you read this.



THE CONSOLE WITH TWO BRAINS!

The Super NES is a very strange machine indeed! Although it's a sixteen bit machine, the central processor isn't sixteen bit at all. It is in fact an eight bit chip,a 65C816 to be precise but a deeply confused one. It runs as fast as a sixteen bit chip and it thinks like one, but it ain't. Kind of like a Volvo with a Ferarri engine...it's not much to look at but it doesn't half shift! The Super NES' main attributes are its brilliant custom chips. These are used to create some stunning graphical effects. The colour palette is an enormous 32,000 and the machine can display 256 colours on screen at once. You can take a whole screen or a small area and expand or reduce it in size very quickly. This effect has been seen before in arcade games like After Burner and G-LOC. The Famicom can also rotate screens in real time, much the way Namco's Assault arcade machine does. The chips are powerful enough to combine these effects and clever programming can produce stunning results. The most impressive thing about the SNES though, is the sound chip. This uses eight channel digital PCM sounds, better quality than most mid-range keyboards. These sounds can be played in true stereo and the effect is jaw-dropping. Trumpets, pianos, guitars, all can be reproduced faithfully through the SNES. You can easily link your SNES to a hi-fi and hear the sound through decent speakers, it's well worth doing. In real terms, it's a much more powerful machine than Sega's Megadrive.

THE GOOD THE BAD AND THE SAD





The SNES obviously excels in anything that involves colour and sound, especially using the rotation/scaling hardware. Where it falls down a little is on its sprite handling. The SNES is capable of displaying tons of sprites, but the speed suffers when there are more than 128 on screen at once. Much has been made of this problem in the computer press, but the Megadrive suffers from this too, although not to the same extent. Where this problem arises most is in fast shoot 'em ups with tons of baddies on screen at once. You'd be less likely to notice on say, a beat 'em up or a driving game. There are ways round this, with clever programming and tight use of the hardware, but it's not as big a problem as you'd think.

THE BIG TOP SECRET THING THAT WE CAN'T TELL YOU ABOUT!

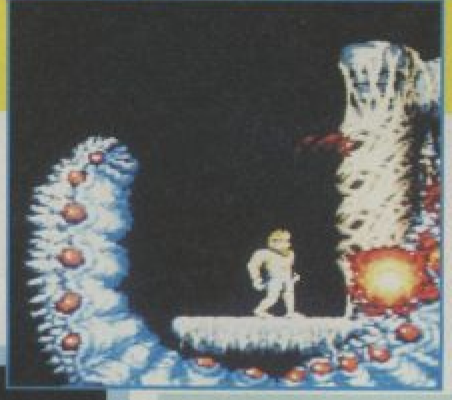
After wearing our special investigator trousers for months, we discovered something about the SNES that will make you fill your pants with sheer bed-wetting anticipation. This makes the CD ROM look pathetic and it will change the face of SNES gaming forever! What is it? We're not allowed to tell you! Ha! Are we evil or what? All we can say is this, when it appears and you own a Famicom, you'll be even happier than a big bag of really happy things. Is it hardware? Is it software? We're not telling, but look out in future issues for more news. It's a biggie!



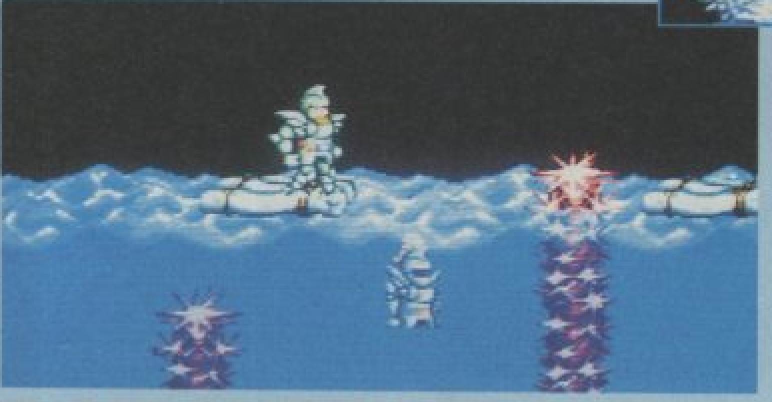
FABBY FAMMY FROLICS

The initial batch of Famicom games upon its release in Japan was spectacular. The one to buy the machine for though, was Super Mario World. This was the fourth installment in the series and is still easily the best platform game ever. The games, unusually for a console included a couple of strategy games, namely Populous and Sim City. These went down a storm in Japan and shifted untold numbers of Famicoms. It's highly likely that the first batch of games will be the same as the first lot of Japanese games. Look out in the future though, for great titles like Street Fighter 2 and rumours already abound of Mario 5.

SPECIAL FEATURE







THOSE DAMN YANKEES!

The SNES went on sale in America last year and was greeted with great interest, but it didn't do as well as expected in sales terms. There were two main reasons for this, firstly, the Megadrive already had a firm foothold in the market and secondly, NES owners were quite happy with their old machine. Software support was fine, with a lot of great titles released with the machine, but many stores had problems getting enough copies. After some teething troubles and a lot of speculation, the SNES is now doing great guns, with a



CD SHENANIGANS





Nintendo have had a lot of political turmoil with their CD ROM system. This should have been available now, but development changes put paid to that. The Nintendo CD ROM was to be developed in conjunction with electronics giant Sony, but the deal fell through early last year. However, the unit was nearly finished and Sony still had the legal right to release the machine. It will probably appear in Japan in the next few months, it's to be called the Sony PlayStation. It will be entirely compatible with Famicom cartridges, but with the addition of a CD ROM drive. Early peeks at the machine reveal it to be a sleek black unit, similar in appearance to Sega's Mega CD. Sadly though, there will be little in the way of support for the CD unit, with most developers opting to use Nintendo's system instead. This new system has been designed with the help of Phillips and looks set to beat even the Mega CD, at least in terms of tech spec. It should be ready soon and there will be an interesting three way competition between Sega, Sony and Nintendo.



SO WHICH ONE SHOULD I BUY?

It's up to you. If you're dead wealthy, get 'em both, if not, ask yourself these questions; How much do you have to spend? How important is CD ROM? Do I wait for official release, or buy grey imports? Both the SNES and the Mega CD are brilliant machines and both have their strong points. The Mega CD remember, is an add-on and not a stand alone unit. The SNES is due for release very soon. Add all these points up and decide for yourself, but remember, you heard it here first!







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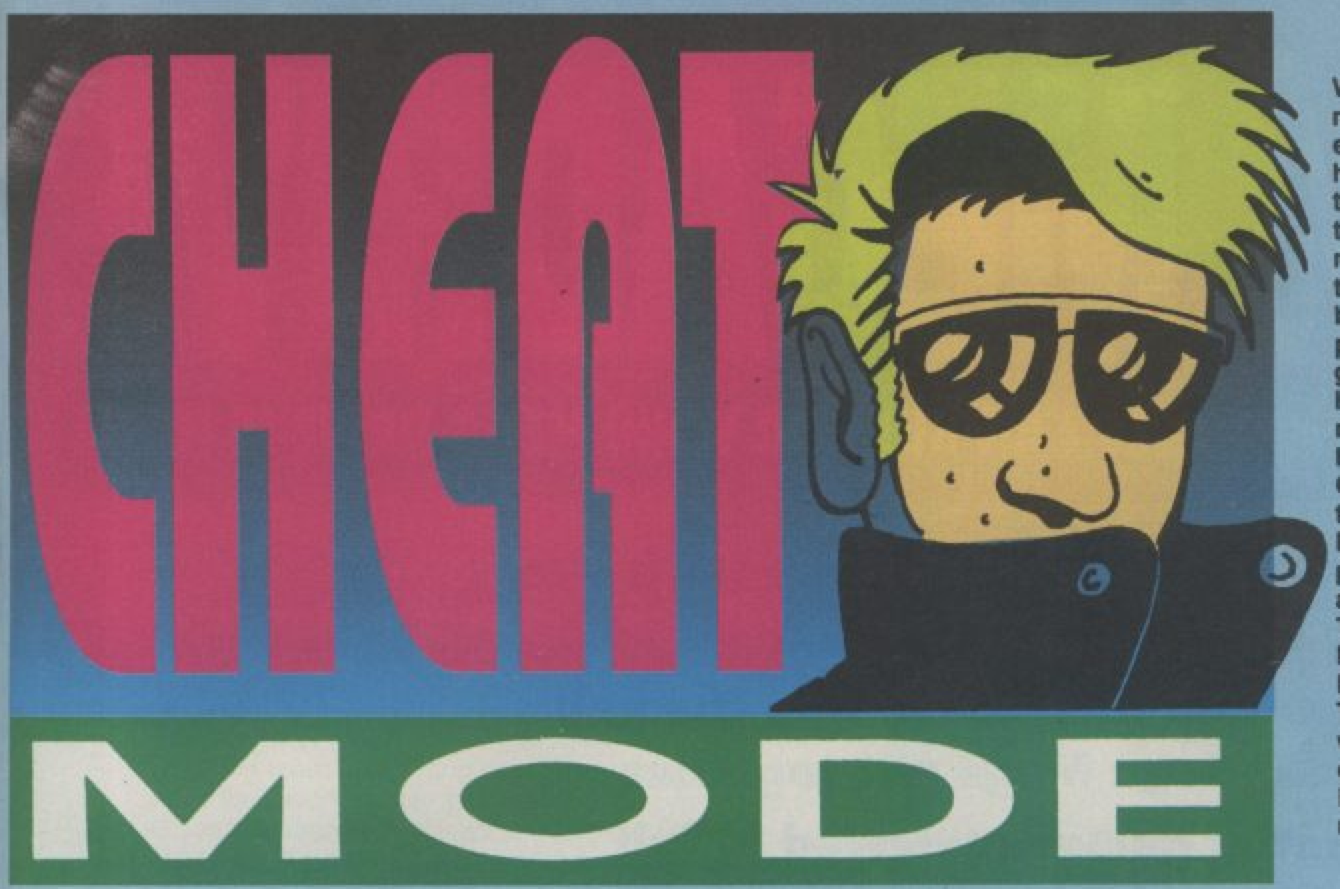
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Well, howdy doody, folks! 1992 is now upon us and soon we'll all be eating snails and saying "Haw he haw" like what those foreign types do. It's also just the right time for tons and tons of smart, new tips to come pouring through the letterbox, after your frantic buying of games over the Yuletide period. In fact, I had such a jolly good time, sorting through your hints and cheats over the past month that I deliberately didn't go home for Christmas - honest.

Got a hint, cheat or a new clause to put forward to the leaders of Europe, jot them down on a five pound note and send them to me at: PAUL RAND'S INTERNATIONAL CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a hundred smackers worth 'o' software for the best entry - this month it goes to Gary Butler for his super spiff GG Shinobi map. Au revoir!

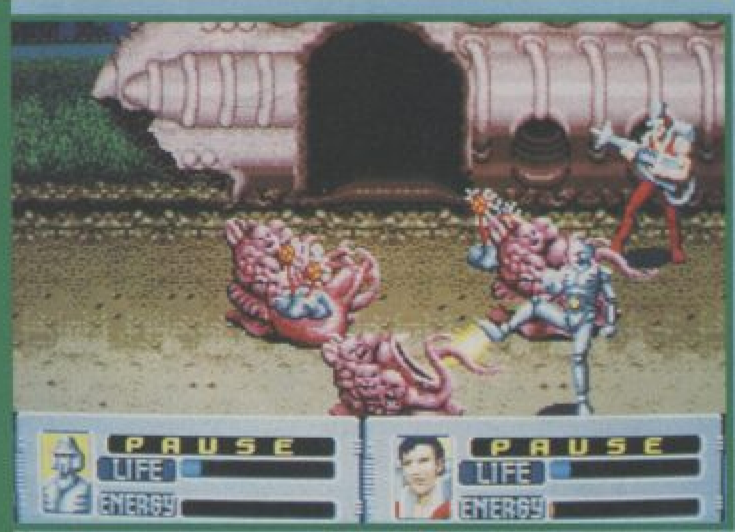
AMIGA



▲ *Aaargh! These aliens are almost as 'orrible as Paul Rand!*

ALIEN STORM

Blast more baddies than you ever thought possible in this top coin-op conversion, thanks to Glasgow boys The **Toxic Weasels**. Simply press **F** to skip to any level.



▲ *Kick alien ass with good old Toxic's cheat*

GREMLINS 2

Should you find you're losing your Gizmo's faster than you can comfortably handle, take a tip from **Chris Sharp**, who lives in Halifax. Type in **SINATRA** on the high scores table to receive infinite lives.

RAINBOW ISLANDS

Andrew Moorcroft of Derby reckons that if you wait until the rainbow display disappears and type **SSSLLLRRS** and **SPACE**, pressing **SPACE** allows you to increase the number of credits in your possession, letting you battle on with bags 'o' Bubs. Lordy!

LOTUS 2

You simply would not believe the amount of peeps who have sent in the level codes for this cracking driving game. **Daryll Powell** of London SW19 was the first out of the bag, so he gets his name next to the cheat. You lucky old thing, eh?

COURSE	**CODE**	**MOTORWAY**
NIGHT	**TWILIGHT**	**MARSH**
FOG	**PEA SOUP**	**STORM**
SNOW	**THE SKIDS**	**LIVERPOOL**
DESERT	**PEACHES**	**BAGLEY**



▲ *Loads laffs with Lotus 2!*

On Marsh level, drive over green blobs in the road for extra time! On Storm level, drive over red blobs (appear after every two checkpoints) for turbo!

Andrew Mackie of Leek, Staffs, not only sent the passwords, he also supplied a secret code for you Lotus lovelies to try out! To find a secret game, type **DUX** on the password option.

More passcode prattlings, this one coming from **Martyn Clarke** from Basingstoke, Hants. Enter **TURPENTINE** on the password screen for infinite time.

And to finish off this bumper Lotus spesh, **Dave from Sheffield** says that entering **DEESIDE** on the password screen advances you to the next level, even if the previous one has not been completed. Cor!

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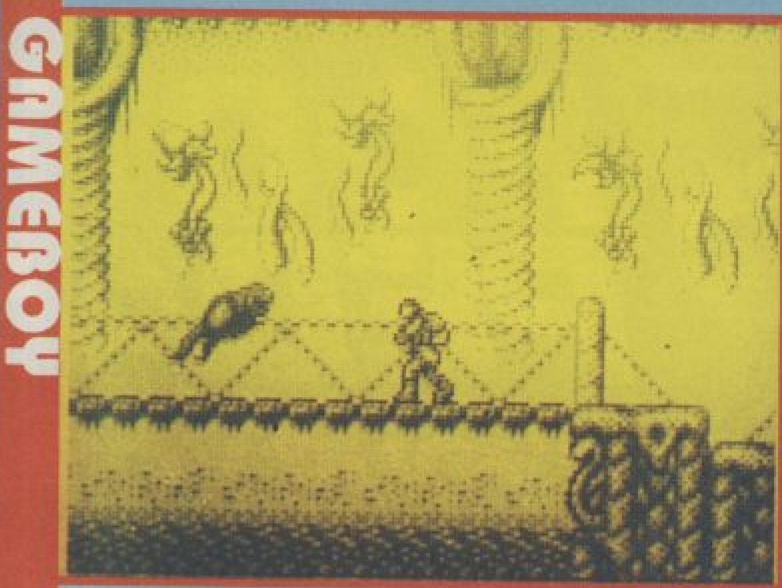
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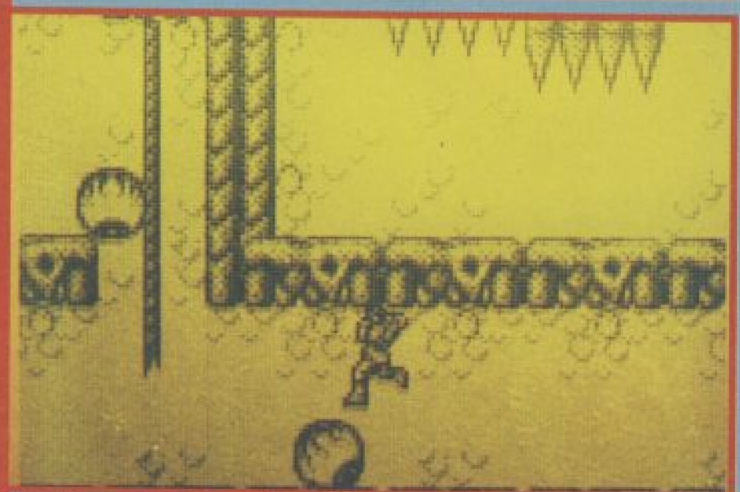
GAMEBOY



▲ *Will you make it past the bridge of doom? Hope so!*

CASTLEVANIA II

Kendal May, Faversham, Kent and **James Houlihan**, Brighton team up to bring you a hint of password sauciness for this incredible arcade adventure-in-yer-pocket. Go to the password screen and use the following:
HEART HEART HEART HEART to enter the hidden music mode.
CANDLE HEART HEART CRYSTAL to advance to level two.
HEART HEART HEART BLANK to move to the third level.

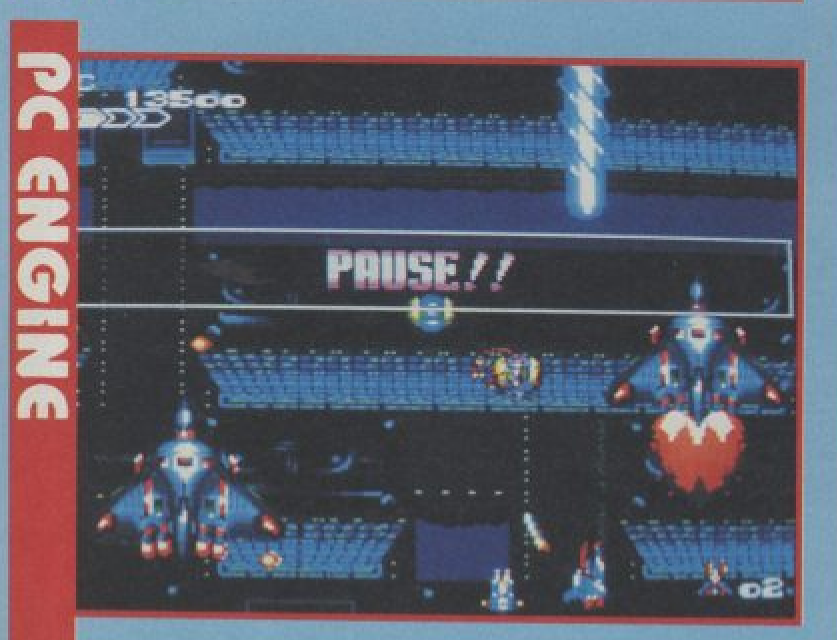


▲ *More Castlevania frolics, courtesy of Kendal!*

GARGOYLE'S QUEST

Listen and learn from **Arni Vikingur Hafsteinsson** (for it is he), that Icelandic hero who informs us that, on the password screen, entering **X7SC-E66S** advances you many levels and gives you a stack of items!

PC ENGINE





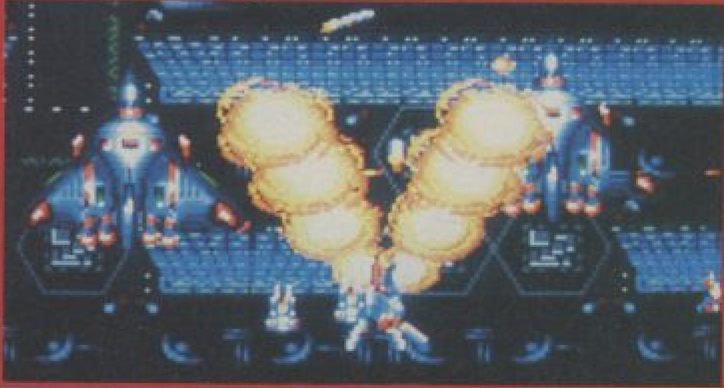
▲ *Just blow up everything in sight - that's Final Soldier!*

FINAL SOLDIER

A rock 'ard shoot 'em up on this great little machine, now complete with an equally sturdy couple of cheats from Anthony Kontowski of London N9. Select Normal Game then press **LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN** to access level select (do this twice for a thin screen). Press **LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN** on the title screen to enter sound test.



▲ *Jeepers, here's a bit o' bother - so cheat your way* through



▲ *Check out those fireballs of doom!*

PSYCHOSIS

Can't say I've seen this game, but **Upwan Rati** of Singapore certainly has - he's even sent in a cheat to prove it! Make sure all turbo switches are off, then press **RUN** and quickly hold down button **2**. While holding it down, press **RUN** again - five times for level two, 45 times for level three, 25 times for level four and 100 times for level five. Easy, eh?

DRAGON EGG

Check out these joypad cheats, courtesy of one Mr **Anthony Kontowski**, inhabitant of London N9. Press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, 2, 1** on title screen for level select. To access the sound test, push **DOWN, DOWN, UP, UP, LEFT, RIGHT, LEFT, RIGHT, 2, 1**

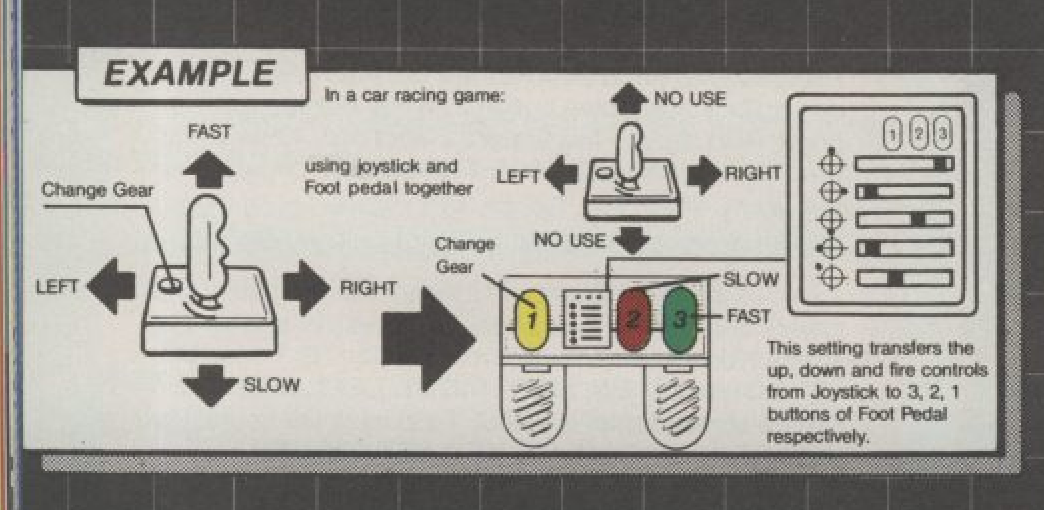
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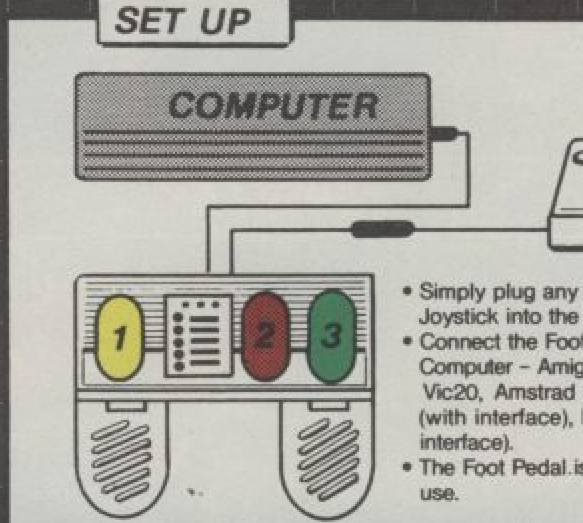
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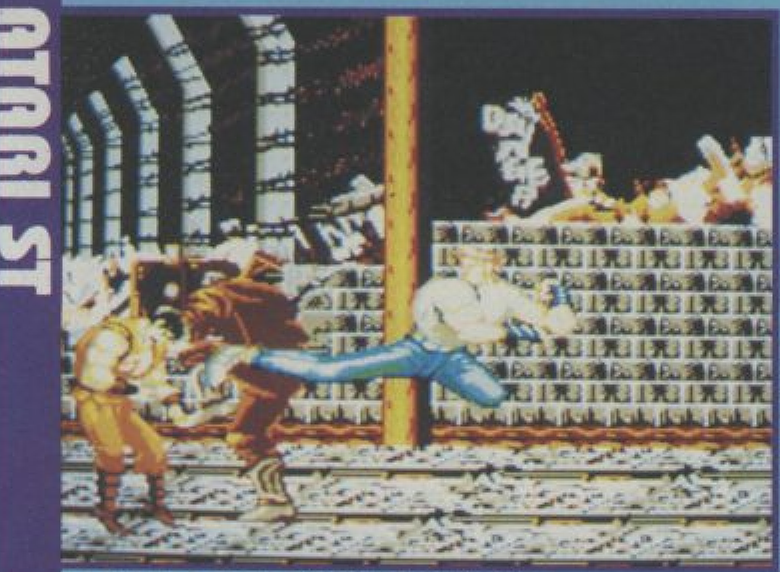






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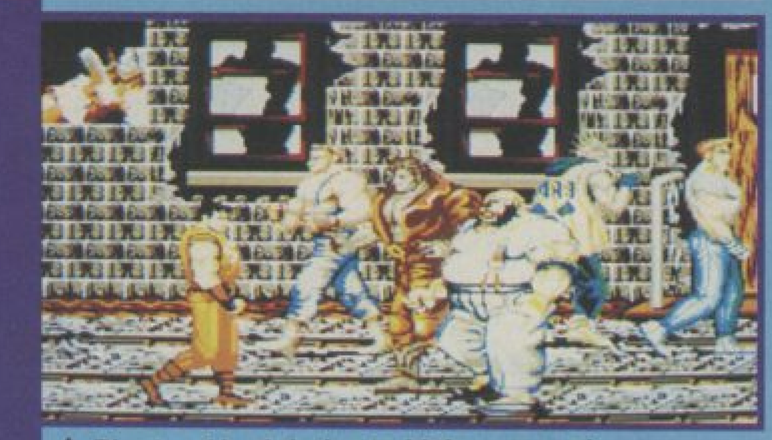
ATARI ST



▲ *Fists and feet fly in Final Fight!*

FINAL FIGHT

Short and sweet, this one from Gary Paton of Glasgow. Just press = to kill all enemies onscreen.

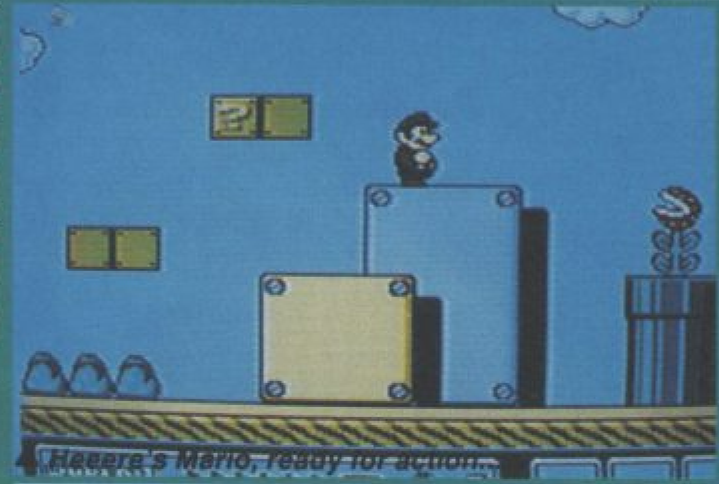


▲ *Plenty of bad dudes to kick your ass!*

MAGIC POCKETS

Gary Paton strikes back, with a quickie tip for the Bitmap Bros' cool collect 'em up. Pressing **P** lets you skip through the various levels.

NINTENDO



▲ *Heeere's Mario, ready for action...*

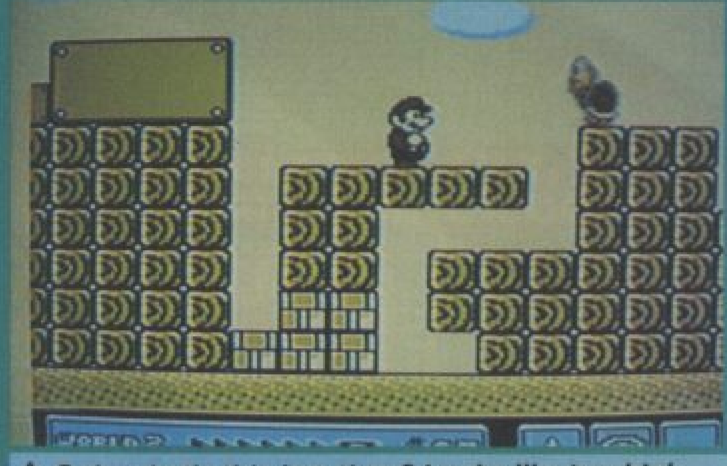
SUPER MARIO BROS 3

As Mario fever sweeps the country for the third time, Leeds lassie **Joanne Stansfield** sends in a mega tip to grab lots of lovely lives. Take it away, Joanne!

On level 5-2, go down the first pipe and, keeping to the right, land on a note box and bounce up to the right. Make your way to the top, avoiding the two turtles. Go up the pipe and, once at the top, climb down the next pipe and it will take you to a secret level. Go to the left and hit the first box which is sticking out. Turn into Super Mario and smash the bricks then hit the big question mark, then collect three extra men. Come out and get yourself killed and then go back inside and repeat the process several times to grab a multitude of Marios!

Staying with Super Mario Bros 3, A **Belfast chappie** who didn't include his name has found a cheeky way to stock up on enormous amounts of items! Who do you do it? Read on...

To build up a collection of 28 items, complete world 3-4 then use the hammer to smash the boulder which blocks the path to the boat. Float to the islands to collect extra items, then get killed. Re-enter via 3-4 and repeat the process until you have grabbed your fill of goodies!



▲ *Ooh, what's this 'ere then? Looks like trouble!*

RAINBOW ISLAND

Brent Jacobz of Capetown, S Africa, has been battling away at this smart NES game for so long he's found this cheat. On the title screen, push up on player two's joypad, to select any of the seven worlds on which to begin.

MEGADRIVE



▲ *Don't worry about the woman - she shows her bum to everyone...*

STORMLORD

A bit of a stinker, this conversion of the old computer game of the same name, but that doesn't stop **James Brotherton** from Loughborough, Leics, fiddling about with his joypad to find a handy little cheat mode. Pause the game, press **A** four times, **B** three times, **B** once and **A** once to receive extra lives.

ROAD RASH

One of the best road-racing games available for the Megadrive, **Keith Harmer** of Wallington, Surrey, has been beavering away at Road Rash and has come up with the following level codes.

LEVEL TWO: 00000 00971
0001V 21H0H with the Panda 600

LEVEL THREE: 00000 00IV1
0138E 31IQ8 with the Panda 600

LEVEL FOUR: 41007 046Q1
113BG 4F505 with the Diablo

LEVEL FIVE: 00000 04KA0
1133S 5N246 with the Diablo



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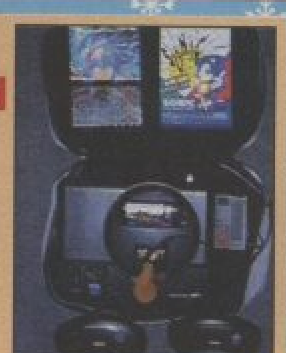
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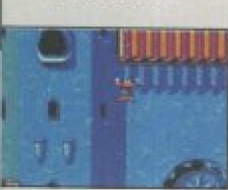


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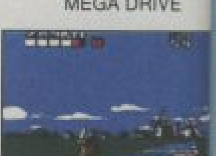
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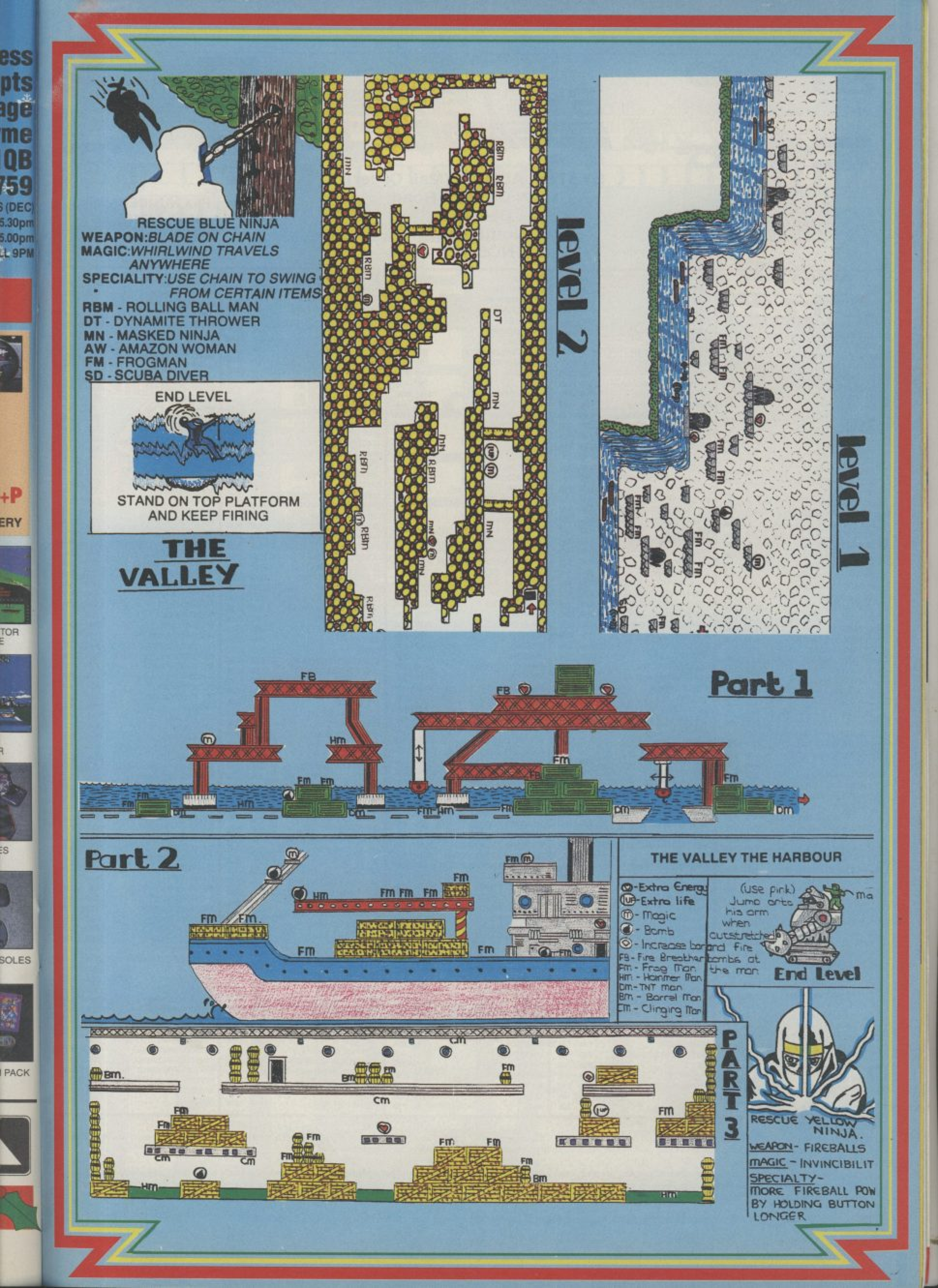
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RESCUE BLUE NINJA
WEAPON: BLADE ON CHAIN
MAGIC: WHIRLWIND TRAVELS ANYWHERE
SPECIALITY: USE CHAIN TO SWING FROM CERTAIN ITEMS
RBM - ROLLING BALL MAN
DT - DYNAMITE THROWER
MN - MASKED NINJA
AW - AMAZON WOMAN
FM - FROGMAN
SD - SCUBA DIVER
END LEVEL
STAND ON TOP PLATFORM AND KEEP FIRING
THE VALLEY
level 2
level 1
Part 1
Part 2
THE VALLEY THE HARBOUR
-Extra Energy
-Extra life
- Magic
- Bomb
- Increase bar
FB - Fire Breather
FM - Frog Man
HM - Hammer Man
DM - TNT man
BM - Barrel Man
CM - Clinging Man
(use pink) Jump onto his arm when outstretched and fire bombs at the man
End Level
PART 3
RESCUE YELLOW NINJA.
WEAPON - FIREBALLS
MAGIC - INVINCIBILIT
SPECIALTY - MORE FIREBALL POW BY HOLDING BUTTON LONGER
















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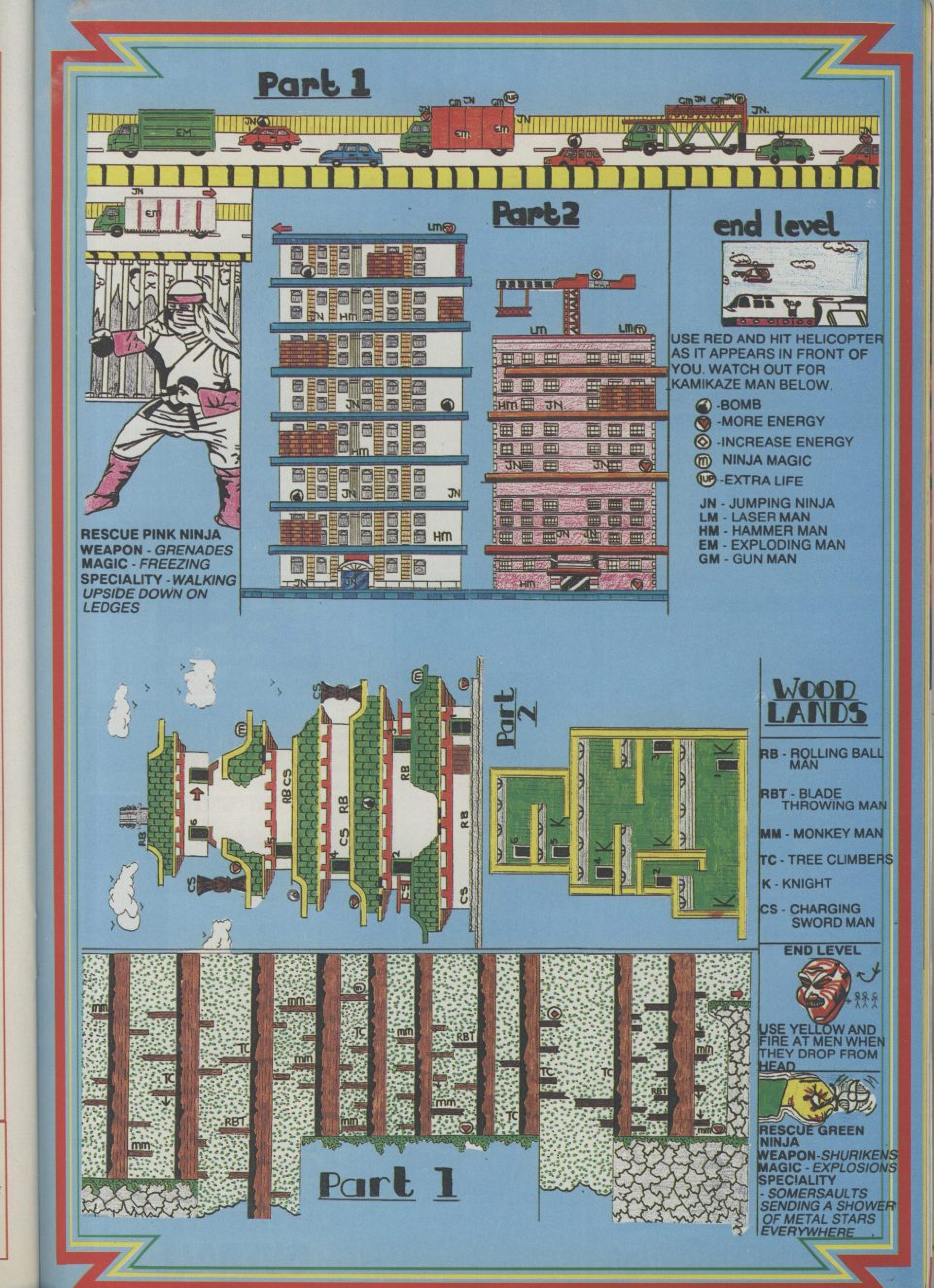
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Part 1
Part 2
end level
USE RED AND HIT HELICOPTER AS IT APPEARS IN FRONT OF YOU. WATCH OUT FOR KAMIKAZE MAN BELOW.
-BOMB
-MORE ENERGY
-INCREASE ENERGY
NINJA MAGIC
-EXTRA LIFE
JN - JUMPING NINJA
LM - LASER MAN
HM - HAMMER MAN
EM - EXPLODING MAN
GM - GUN MAN
RESCUE PINK NINJA
WEAPON - GRENADES
MAGIC - FREEZING
SPECIALITY - WALKING UPSIDE DOWN ON LEDGES
Part 2
WOOD LANDS
RB - ROLLING BALL MAN
RBT - BLADE THROWING MAN
MM - MONKEY MAN
TC - TREE CLIMBERS
K - KNIGHT
CS - CHARGING SWORD MAN
END LEVEL
USE YELLOW AND FIRE AT MEN WHEN THEY DROP FROM HEAD
RESCUE GREEN NINJA
WEAPON-SHURIKENS
MAGIC - EXPLOSIONS
SPECIALITY - SOMERSAULTS SENDING A SHOWER OF METAL STARS EVERYWHERE
Part 1

SUPER FORMATION SOCCER

REVIEW

FAMICOM £45

BY HUMAN

Football, the most popular sport in Britain. A game of skill and agility, as well as an exercise in strategy and planning. This intellectual side of football is often practised by the likes of Vinnie Jones and Paul "Gazza" Gascoine. What we're interested in though, is the hot action of the sport itself and that's what Formation Soccer is all about. It's a three dimensional simulation and so breaks the mould a little. Most footie games are viewed from above, but this one puts you right on the field. The game is a vastly tweaked conversion of the PC Engine original and takes full advantage of the Fammy's hardware. There are two distinct styles of play, one a tournament with you playing the computer and the other is a head to head contest with you up against a friend. The play follows the example of other games in the genre, with you controlling the player nearest the ball. The controls are simple, you can only pass or shoot. So, get your football pants on and it's off down the park for a spot of Famicom footie!



▲ *Hurrah, it's a goal!*



▲ *Sad computer puts the ball out of play!*



▲ *Lining up for the kick off.*

PC ENGINE DELIGHTS

Serious gamers will no doubt remember the original PC Engine version of this game. It was programmed by Human, a smart Japanese software house. This is still the best footie title on the PC Engine. The Famicom conversion retains all the same options but the graphics and sound are vastly enhanced. At first sight, this doesn't look anything like the first game, but the gameplay is very similar.

FORMATIONS OF DOOM

The most impressive feature of Formation Soccer, is the brilliant formation selection option. This allows you to choose a definite play strategy before the game even starts. You have a wide range of team formations, so you can play a forward game, a defensive game, or even line your players up on the wings. Players take it in turns to choose formation, so the one who picks first will instantly give away his strategy to player two. Ha, player two can then adjust his formation to kick ass all over the pitch!

▼ *Choose your favourite*





WHY WAS PRO SOCCER SO CRAP?

When Famicom owners first heard that a version of Kick Off 2 was planned for their machine, they must have filled their pants with fright. Thing is, Pro Soccer is a pile of pants. When this game is plugged in, it gives of the rancid stench of festering turds. It really is a travesty of a game and they ruined a potentially brilliant soccer sim. Fortunately, Formation Soccer is here to save the day.

▼ *Let's play spot the ball!*



I like it! Apart from the sad travesty that was Pro Soccer, this is the only real footie sim available on the Famicom. It uses the 3D chip to perform some jaw-dropping effects and you can run in and out of the screen at will. The gameplay has a couple of minor faults, but these don't really detract from the overall effect. To all intents and purposes, this is a straightforward footie game, you use all the same rules and it plays like most other games in the genre. The music is great and some of the sound effects are a bit special. In one player mode, this is a good laugh and the computer teams are challenging enough to keep you occupied for ages. Where it really comes into its own though, is in two player mode. Against a mate, this is a real laugh. The inclusion of after touch means you can curl the ball in any direction to fool the otherwise infallible goalie. A cracking little game and the only real choice for Fammy football fans!

FRANK O'CONNOR

FAMICOM

GRAPHICS	89
SOUNDS	87
PLAYABILITY	86
LASTABILITY	88
OVERALL	**87**

REVIEW

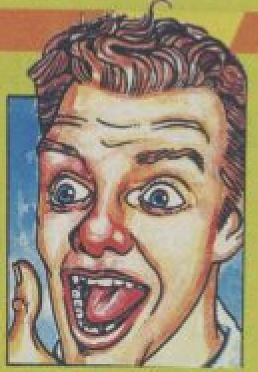
£45

BY NINTENDO

Zelda! To some people, this is the definitive RPG and now it appears in its third incarnation on the Super Famicom. The game features the exploits of a small elf named Link. Zelda is a smart and sexy little princess who spends most of her time getting kidnapped by evil magicians. This cause no end of problems for the hapless Link, as he's the one who always has to bail her out. Link is a strong lad and dead brave too. He must be strong though, because he can carry a quite unfeasibly large amount of stuff in his magic pockets. Armed initially with a small sword, his weaponry can be upgraded as you progress and certain weapons are needed for certain baddies. The game is viewed from a bird's eye perspective and you walk around the world of Zelda fighting baddies. The map is huge and map making skills would be an advantage.



As well as the gauntlet style shooting and bashing, you will have to use your brain to solve some rather tricky puzzles. Perseverance and patience are required, but the game has a useful battery back-up facility, so you can turn off and continue later.



I didn't half like the first two Zelda games and this one is a real sight for sore eyes. The success of the first two games was largely due to the immediately accessible arcade style of play. Zelda 3 retains this and the elements of strategy and adventure are added treats rather than annoying extras. The game has a lot in common with Gauntlet and games of that ilk. Most of the logic problems involve finding your way out of traps and mazes. You'll also have to decide which weapon s or magic powers are best suited to certain tasks. The graphics are very simple, but the animation is fluid and the game is packed full of colour. Sound-wise, Zelda 3 is spot-on. It has some great orchestral scores and lovely sound effects throughout. The Japanese text might look daunting, but it doesn't affect the gameplay much at all. If you liked the first two games, or you fancy a spot of RPG related malarkey, then get this straight away, it's a corker!

FRANK O'CONNOR



▲ *Wonder what this magician will sell me?*



▲ *Spooky goings on in the underworld!*

MAGICAL MYSTERY TOUR

The main ingredient of the Zelda games is sorcery. In this respect, Zelda 3 is no different from the other games in the series. There are various magical spells available, but easily the most important is the magic mirror. This allows you to teleport at will from a number of magic squares in the magical kingdom. This makes getting around the world a lot faster and easier. One snag though, the mirror can be lost if you try to teleport through the evil underworld. Gadzooks!



The Legend of ZELDA III

TWO DIMENSIONAL MALARKEY

Zelda is a huge game, but the shocking discovery of a parallel dimension makes it even bigger. This other dimension is an evil version of the Zelda world. The baddies change and the vegetation takes on a sinister aspect, but other than that, the layout is identical. You need to flip between worlds using the mirror if you are to complete the game, as the evil dimension contains some essential spells and weapons.

One thing about Zelda 3 is the Japanese text. You'd be forgiven for thinking this made the game impossible to play, but you couldn't be more wrong. All you have to know is the difference between yes and no. Yes is always placed at the top of your reply list and you can complete the game quite happily just by replying yes to any questions. It might work out expensive in terms of what you can afford to buy in shops, but it's better to be safe than sorry.



▲ *A whole world spread out before you!*

FAMICOM

GRAPHICS	85
SOUNDS	87
PLAYABILITY	90
LASTABILITY	90
OVERALL	**89**

REVIEW

PC £35.99

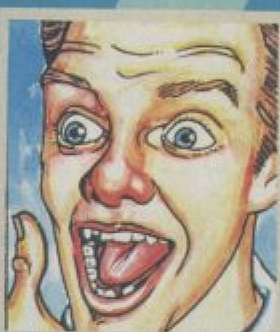
BY SSI/US GOLD



The time for battle has come. Fresh from your exploits with the forces of evil in Eye Of The Beholder, there's no time to rest and take things easy because foul things are afoot once again. This time round there's just one hope for mankind - a direct assault on the dreaded Temple Darkmoon. But who will lead this treacherous mission? Who is brave enough, strong enough, talented enough and foolhardy enough to accept such a gruesome challenge? That's right matey, take two steps forward because it's gonna be you!







Eye of the Beholder was a brilliant RPG and you'd think it would take some beating, but no! This sequel takes the original formula and improves upon it no end. The graphics have been revamped, the control system tweaked and the overall feel is much smoother and friendlier. RPGs tend to be a bit daunting for spaced-out laser junkies like myself, but Eye of the Beholder is a different kettle of fish. The control system is dead easy to get to grips with and tyhe tense atmosphere really draws you in. There are more traps and surprises in this sequel than in the original game. Finding your way out of the forest is hard enough, but the dungeons are truly labyrinthine. Music-wise, this is much the same as most PC games, a bit of a dead loss. The tunes are grim and uninspiring, but fortunately the decent sound effects save it. If you enjoyed the first game, then you'll find this is much more than a few extra levels. Watch out for it!

FRANK O'CONNOR

WHO'S WHO AND WHAT'S WHAT?

With plenty of character types to choose from in EOB2, it's worth getting to know what they can and can't do, so here's a quick rundown on each:

With plenty of character types to choose from in EOB2, it's worth getting to know what they can and can't do, so here's a quick rundown on each:



Dwarves: Short, stocky and fit - these little fellas are reliable team members.
Elves: Slimmer and shorter than humans, they're quick on their feet and good in a crisis.
Gnomes: Small in stature, high in intelligence but low on wisdom. Fairly foolhardy.
Half-elves: Taller and heavier than most elves, they're mostly immune to spellcasting - well handy!
Halflings: A friendly race fairly resiliant to magic and good with sling shots.
Humans: You know all about them!

Wot's all this then? ▶

ALL SORTS OF FAB FOLK

All races have their own classes, or types, of individuals. They include **Clerics** (boring book and spell lovers), **Fighters** (hurrah!), **Mages** (more magicy types), **Paladins** (elite warriors, cor!), **Rangers** (hanters and trackers) and **Thieves** (light fingered types). Make sure you get a good cross section in your team!



▲ *Crikey! 'Ere's somethin' 'orrible!*

Looks like it's time for a scrap...



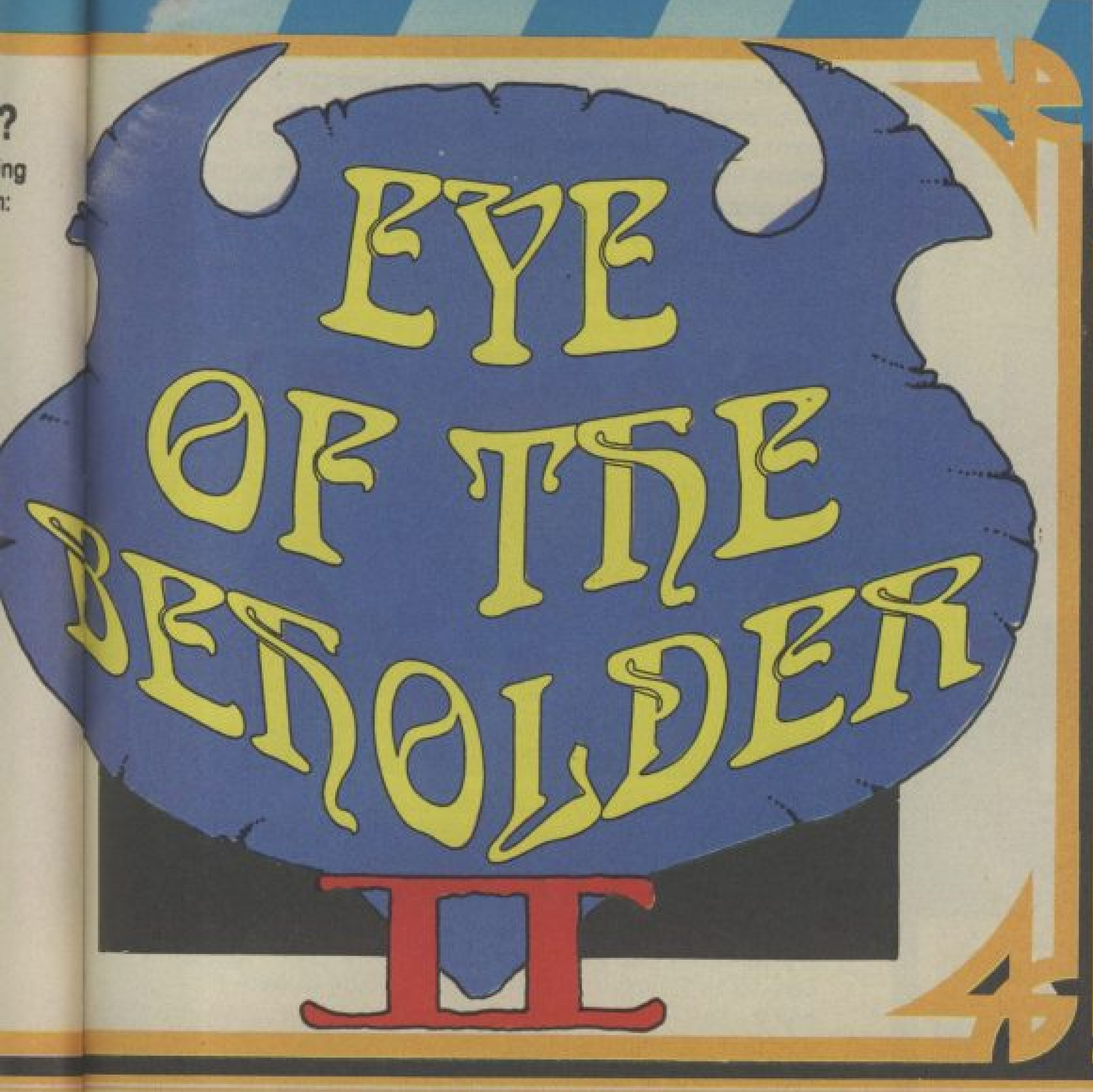
It's amazing the people you meet... ▼



MAJOR MAGIC MALARKEY

Magic moments are the order of the day in EOB2, with plenty of chances to use spells 'n' stuff to aid you in your quest. Characters such as mages and clerics can cast spells, but they have to have a bit of a rest before they can let loose their talents. Spells can be conjured up either by memorisation or prayer. The first is infinitely preferable, 'cos you don't have to put up with someone mumbling to himself for ages and throwing holy water all over the place...



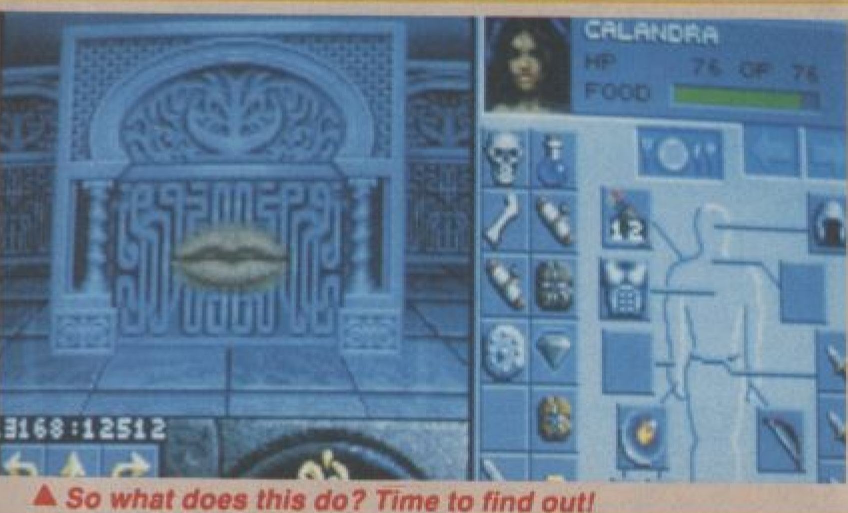


▼ *Oooh! It's Mr Creepy...*



▼ *Time for trouble!*





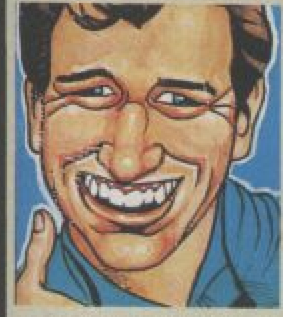
▲ *So what does this do? Time to find out!*

EYE EYE CAP'N!

Just like the original, EOB gives you the chance to choose your team and modify their strengths and weaknesses for maximum effectiveness. Ro" the dice to choose the attributes of your party, select individuals from all walks of life and kit them out with the goods you think they'll need. It's crucial that you get the right mix, because each individual's skills and talents could spell the difference between victory and disaster!







Eye Of The Beholder was the game which changed the face of role playing adventures, making them more fun than ever before. Everyone's been waiting for the sequel for ages, and SSI have turned in a fine product which more than does justice to the original. Basically this is an extension of the first (although of course you can play it if you're new to the game) with tweaks and improvements to graphics and gameplay. In one way that's a great strength, in another it's a weakness: fans of the first game will have kittens over this, while those who were looking for a significant march forward will be a tad disappointed. Just a tad, mind you, because nobody could realistically have asked any more of a sequel than EOB2 delivers - a solid, improved, more challenging version of the original and one which should keep EOB devotees happy for a very long time...

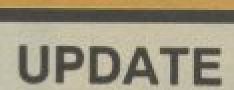
TIM BOONE

OOH, THAT'S A BIG 'UN!

Aaaargh! ▼



Still shivering over the gruesome horrors of the first EOB adventure? Well, the sequel features nasties so terrifyingly terrible they'll have you screaming for mum the second you clap eyes on them! They'll sneak up on you from behind, encircle your party and let rip before you have a chance to say "Ooh, what's just bitten my bum?" Luckily you can fight back with all manner of weapons from stones to swords.



UPDATE

Amiga and ST owning EOB fans can look forward to this in the not-too-distant. You can still get your hands on the original, by the way, and it's grand.

PC

GRAPHICS	85
SOUNDS	85
PLAYABILITY	86
LASTABILITY	86
OVERALL	86

THE CVG CHALLENGE

IT'S BACK! It's bad! It's totally rad! It's Britain's greatest games playing contest. It's the CVG Challenge - where we pluck one lucky reader from Sadie's throbbing High Scores mailbag and whisk them from the humdrum of everyday life to the glitz and glamour of CVG Towers to take on the big boys at the game of their choice! Want to play in the big league? Send in those High Scores sharpish! Here's Sadie to tell you all about it...



This month's lucky so-and-so, pulled out of your pitiful pile of High Scores, was Surrey lad **Matthew Pont** - who nearly filled his trousers when CVG phoned him up and asked him to come down to the big Smoke for the game of his life. Matthew had claimed a monstrously high 884-10 vs Revolver in Mirrorsoft's brilliant Speedball 2 - so I insisted he come down to London and test his mettle against CVG wimpos Paul Rand, Frank O' Connor and Tim Boone. Tension was high. Frank almost wet himself when he found out just how good Matthew was and Paul threw his hands about yelling "Oh God! Oh God!" in that fidgeting, nervous sort of way.

CHALLENGE 1 SPEEDBALL 2 (MEGADRIVE)



SPEEDBALL 2

MATCH 1
FRANK O' CONNOR

Before the game started, Scotland's answer to Bonnie Langford started blubbing wildly and claimed he needed more practice - until I bolted him in front of the monitor and threatened him with Bullseye videos.

Things went badly for Frank in the first game - Matthew took control almost immediately streaking straight up the pitch to slam in his first goal. Before the hapless Frank knew what was going on, Matthew was whacking the ball off the bonus stars at the side of the screen before flinging another straight into the back of the goal. Frank, concentrating hard, managed to pop in two reasonable efforts, but in a fit of blind temper, Matthew obliterated him, finishing the first game 125-20! Oh dear. Frank was blubbing uncontrollably by now, but managed to get a grip of himself for the next game. Frank took an early lead and was doing well. Matthew however, was not even remotely bothered and by the time the final whistle blew, he'd won 51-50. Frank left in disgrace and in the huff.

MATCH 2
TIM BOONE

The Big Ed was up next, wringing his hands and looking a bit too confident for his own good. "No worries", he announced,

and started running rings around the challenger and making good use of the bonus objects and the centre dome. But it was not to be. In the second half, Matthew took control and scored some truly inspired goals. He was a silver blur and the man Boone didn't stand a chance. The final score of the first game was a massive 74-10 in Matthew's favour. Tim gripped his joypad a little tighter and started the second game. Like a whirling dervish he sped up and down the pitch, dodging left, feigning right. Matthew made several valiant efforts to regain the lead, but the wrath of angry Boone was just too much and the final score stood at 36-34. The next game was a different matter entirely. Hard fought and exciting to watch, only three goals were scored. Unfortunately for Tim, two of them were Matthew's. It was all over, and we left Tim alone to cry quietly in the corner.

MATCH 3
PAUL RAND

In swept Paul, his ego billowing behind him. "I'm 'ard, I am!", he cried. Matthew looked more than a little nervous and started shifting uncomfortably in his chair. The game was a corker. Hard fought and tense, the match seemed to take forever. In the first match, Matthew managed to score only one rather sad goal. The man Rand, on the other hand, was unstoppable. As the game progressed, Paul's defensive strategy paid dividends. Matthew couldn't keep up and Paul's keeper stopped some very brave tries. Rand soared up the screen and slammed a ball in the goal. On the way up, he spanged the ball off the centre dome and tried to hold onto his slim lead of two points. As the final whistle was about to blow, he rocketed another into the goal, securing a win in the first match. Matthew grimaced and prepared for the next game. It was too late though, Paul's special Speedball underpants were glowing with an intense fury and he began to humiliate poor Matthew. Paul, the evil toad that he is, showed no mercy. Showing off, he ran rings around Matthew and instantly became the World's Most Obnoxious Turd. Whooping with pleasure he won the match with ease, 42-34. Ungracious in victory, he called Matthew poopy-drawers and ran around the room like the spoiled brat he is.



Matt itching to get started.





Paul, fails to notice Frank's pranks

So Matthew had won the first leg, but the sneakiness of the CVG team knows no bounds. Quite despicably, the boys trumped up an imaginary second leg from nowher "You'll have to beat us at Kick Off 2 if you want a prize!" they said. "That's OK", replied Matthew, "I'm really good at it". The mood quickly changed. Tim threatened to go the huff and Frank looked more like a big girl's blouse than the one I was wearing. Paul, however, was ecstatic "No-one has ever beaten me at Kick Off," he announced proudly as laughter filled the room.





The man Boone cacking his pants!

CHALLENGE 2 KICK OFF 2 (AMIGA)

KICK OFF 2

MATCH 1
FRANK O' CONNOR

Frank began with rare promise, taking an early 1-0 lead, but complacency led to some stupid mistakes, allowing Matthew to equalise in the second half and hold on for a score of 1-1 until the final whistle. Extra time saw no goals and the game went to penalties. Frank, a particularly unfortunate case, whined about his lack of penalty skill and the final score held up his claims - Matthew 5, Frank 3. Tears and tantrums for a good fifteen minutes before Tim took the joystick.

MATCH 2
TIM BOONE

An exciting match with a few spectacular attempts on goal, both players managed to hold off the other to keep the score at 0-0 come half time. Things took a turn for the worse in the second half, however. Matthew's defence was as capable as his attack and, while Tim couldn't get anywhere near goal, the young challenger stormed up the pitch and launched a rocket of a shot, sending the Ed's keeper in entirely the wrong direction; and that's where it stayed. When the final whistle blew, it was Matthew 1, Tim zilch. Tim took it defeat slightly better than Frank, keeping his frustration to a short display of foot-stamping and holding his breath until he turned blue.



Boone's trousers are neavy with fear.

MATCH 3
PAUL RAND

CVG's self-proclaimed Kick Off champion took his position and what a sight he was. He had brought his special Kick Off joystick and was wearing his lucky vest - the one with beer stains on. What followed was one of the most outrageous displays of gaming prowess ever. All the players did well, but Rand was inspired. A strange silence fell over the small crowd of onlookers as Paul worked his magic. He was like a god - a pale, skinny and rather pathetic god, but a god nonetheless. Shot after shot saw his half time score at 4-0 - and still he wanted more. Matthew put up a brave, if somewhat foolhardy, challenge but to no avail. When the final whistle blew, Paul had scored a massive 6-0. The CVG boys were jubilant.



The spoils of war as toady escapes with his goodies!



Frank takes his defeat with dignity.

However, Randy's gaming skills could not alter the arithmetic. Matthew had won four games, CVG only two. Matthew was the winner! Graceful in defeat, the CVG crew shook Matthew's hand and wished him well - except Frank, who crouched, bubbling, in the toilet - and the lucky lad walked off with an armful of free software and a certificate to prove his achievement. Think you can do better, wimpos? Send in those high scores and I'll pick some spammy winner out of the bag! SADIE

OFFICIAL U.K. HIGH SCORES

DEAR WIMPS Well, by the time you read this, you'll all be too fat and lazy to get any remarkable high scores. The Christmas turkey is now a wasteland of curries and casseroles and all your presents have lost their appeal. Still, a lot of you will have received game-related prezzies from Santa and I expect to see lots of console scores and a ton of Amiga show-offs next time.

SADIE

GAMEBOY

A corking Golf score this month, from Gareth Watkins of London. Obviously inspired by Paul Rand's incredible golfing antics in last month's issue! If you think you can do better, put on your special golfing underpants and get out to the Nintendo golf club and start swinging.

F1 RACE Chris Skok, Epsom, Surrey	AUSTRALIA 37.91 SECS
TETRIS Chris Skok, Epsom, Surrey	212 LINES
SUPER MARIO LAND Jason Turvey, Harold Wood, Romford	COMPLETED
DUCK TALES Mark Atkinson, Dunstable, Beds.	COMPLETED
WORLD CUP Vernon Wright, Norbury, London	COMPLETED
GOLF Gareth Watkins, Tooting, London	-20 JAPAN -12 USA
BURAI FIGHTER DELUXE Gareth Watkins, Tooting, London	666,910 ACE

MEGADRIVE

Whoa! The Megadrive is going through a bit of a renaissance! There are two, count 'em, two strategy games in the score table! Tim Kelly's score on EA Ice Hockey is a bit suspect though, seeing as the Soviet Union doesn't exist anymore.

EA ICE HOCKEY Tim Kelly, Bletchley, Milton Keynes	44-4 SOVIET UNION VS USA
STAR CONTROL Tim Kelly, Bletchley, Milton Keynes	COMPLETE ON AWESOME
ROAD RASH Robert Parsons, Highbury, London	REDWOOD COURSE, 1 MIN 2 SECONDS
STREETS OF RAGE Steven Cheung, Foxhill, Sheffield	610,500
MIDNIGHT RESISTANCE Paul Blackwell, Tilehurst, Reading	COMPLETED
STAR FLIGHT Russell Tuffin, Walton on Thames, Surrey	COMPLETED-953,000 MVS LEFT
JOHN MADDEN"S Russell Tuffin, Walton on Thames, Surrey	HOUSTON 77 ALL MADDEN 5

MASTER SYSTEM

Anthony Bell's amazing score on Pro Wrestling is one to beat. Alex Kidd makes a long overdue appearance on the chart again and we have an entry from none other than Brian Ferry. Obviously when he's not making smoochy pop songs, he enjoys a spot of Master System related malarkey!

HANG ON Danny Beusch, Peterborough, Cambs.	624,510
PRO WRESTLING Anthony "Ding-Dong" Bell, Bucknall, Staffs.	555,800 COMPLETE
ALEX KIDD IN MIRACLE WORLD Andy Hosell, Aberystwyth, Wales.	97,600
BUBBLE BOBBLE Brian Ferry, Hamilton, Scotland	3,060,625
DOUBLE DRAGON Peter Mason, Ruddington, Nottingham	73,190

SUPER FAMICOM

Simon Wilmer gets the ultimate score on Geoman Warrior, completed with the max number of points possible. What a guy! Super Ghouls 'n Ghosts is almost impossible on hard mode, but not if you're the nigh-on superhuman Simon Wilmer. I bet he drinks Carling Black Label.

SUPER GHOULS 'N GHOSTS Simon Wilmer, Cheltenham, Glos.	50,000 HARD
ACTRAISER Ryan Sarll, Hitchin, Herts.	23,240
GEOMAN WARRIOR Simon Wilmer, Cheltenham, Glos.	99,990 FINISHED
PILOTWINGS Daniel Patch, Grays, Essex	COMPLETE
FINAL FIGHT Sam Armstrong, Bank Cottage, Little Chesterford	2,396,193

ARCADE

Lots of good scores this month, but let's see some for games like Starblade and Steel Talons. Come and have a go if you think you're hard enough.

PITFIGHTER Lloyd Wright, Kidderminster, Worcs.	3,081,390 COMPLETED

ARCADE

TIME TRAVELLER Jez Matthews, Surbiton, Surrey	779,350
MAD DOG MACREE James Leach, Wells, Somerset	23,650
BLOOD BROS Lloyd Wright, Kidderminster, Worcs.	235,500
THE SIMPSONS Susan Jamieson, Penzance, Cornwall	299 COMPLETED
TOKI Alan Murray, Dalkieth, Scotland	63,670 COMPLETED
BLASTEROIDS Michael Leonards, Black Forest, Australia	6,387,610

SPECTRUM

A superb score for World Class Rugby, from Mark Korner of Clapham. Next month though, Lemmings will have been in the shops so there's no excuse for not sending in some smart Lemming related scores.

R-TYPE Robert Trevethick, Yaddlethorpe, Scunthorpe	153,000
SPIKE IN TRANSYLVANIA Mike Andrews, Bath, Avon	COMPLETED
MIAMI CHASE Alan Andrews, Bath, Avon	93,640 COMPLETED
WORLD CLASS RUGBY Mark Korner, Clapham, London	WON FINAL 17-0
750CC GRAND PRIX Alex Dyer, Chippenham, Wiltshire	COMPLETED 1ST PLACE

ST

Two outstanding scores on the ST chart this month, Kick Off 2 got the treatment from Paul Youdan and there's a fairly massive score on Speedball 2. Look out next month for scores on WWF and the other Christmas biggies.

SPEEDBALL 2 Martin Tannel, Rochester, Kent	144-2 VS SUPER NASHWAN
SUPERCARS 2 Paul Youdan, Morden, Herts.	COMPLETED 35 POINTS
KICK OFF 2 Paul Youdan, Morden, Herts.	45-0 ON 4TH DIVISION
SWIV Chris Newton, Penzance, Cornwall	197,750

NINTENDO

A massive Mario 3 score from James Catchpole in Bedford, if you think you've got the balls to beat that, then send in your score. The classic original Mario also gets a rather astounding drubbing from Trevor Thornicroft of Southam...he completed a massive 16 times in a row, must have taken hours!

BUBBLE BOBBLE Peter Barnes, Oakworth, Keighley	COMPLETED 1,072,080
TEENAGE MUTANT HERO TURTLES Derek Rutherford, Portsmouth, Hants.	180,200
KUNG FU MASTER Evander McIver, Rosyth, Scotland	230,120
SUPER MARIO 3 James Catchpole, Bedford, Lincs.	COMPLETED 50 LIVES LEFT
SUPER MARIO BROS Trevor Thornicroft, Southam, Leamington Spa	COMPLETED 16 TIMES

AMIGA

Ha! Scotland give Australia the drubbing they deserve in Martin Benedetti's superb Rugby World Cup result! Paul Beresford was a bit impressive too, as he tears round the hard level of Lotus Turbo. Think you can beat that? Then get writing!

MAN UNITED EUROPE Simon Wren, Braintree, Essex	9-1 VS SLAVIA SOFIA
GODS Paul Beresford, Chippenham, Wiltshire	3,914,879
LOTUS TURBO Paul Beresford, Chippenham, Wiltshire	148 HARD
KICK OFF 2 Paul Rand, CVG Towers, London	22-0 VS SAD JERRY HALL
RODLAND Andrew Harbidge, Ladybridge, Bolton	337450-LEVEL 28
RUGBY THE WORLD CUP Martin Benedetti, Dennistoun, Glasgow	84-3 SCOTLAND V AUSTRALIA
TERMINATOR 2 Matthew Williams, S.Glam., Wales	233,300 COMPLETE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME .... SCORE ....
GAME .... SCORE ....
GAME .... SCORE ....

NAME: ....
ADDRESS: ....
....
TELEPHONE NUMBER: ....
MY MACHINE IS: ....



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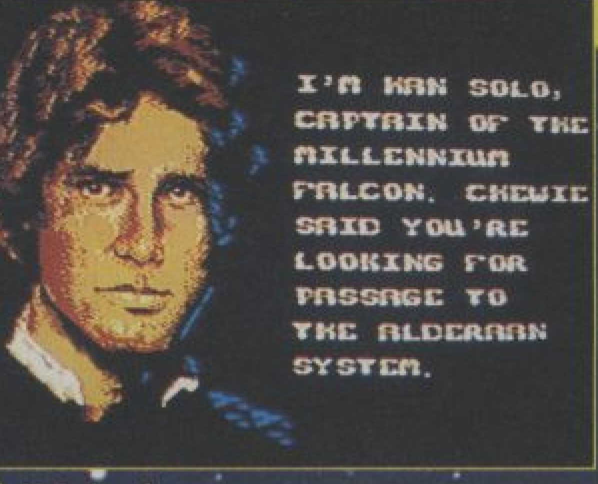
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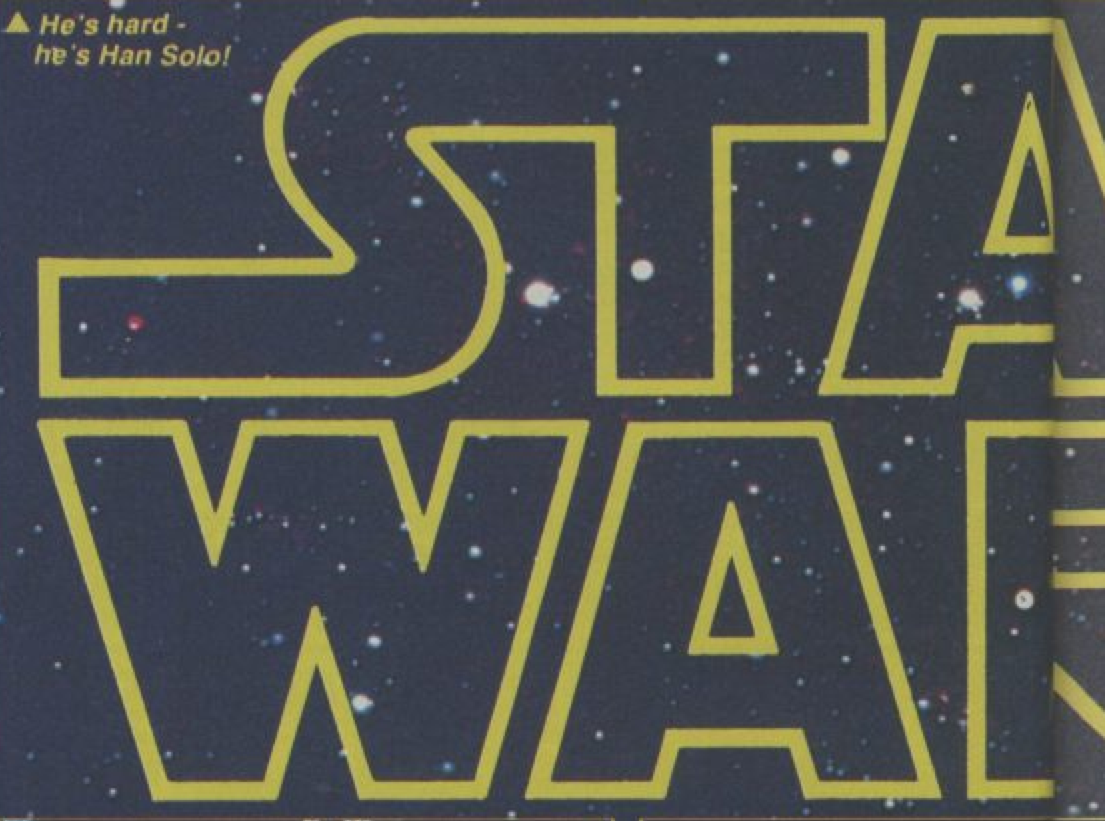
BY JVC/LUCASFILM

A long time ago, in a galaxy far, far away...Star Wars is still one of the most successful movies of all time. All things to everyone: adventure, love story, visual spectacle, Star Wars has it all. The game follows the movie's plot faithfully and includes all its major elements. You start off on Tatooine, Luke's home planet. From here you have to enlist the aid of R2D2, Ben Kenobi and Han Solo. Once you have Han Solo working for you, you can zoom off to the Death Star...via a large asteroid field. Most of the game is a scrolling platform romp, but there are various sub-games, including a 3D section in the middle. It's all there, so get going!



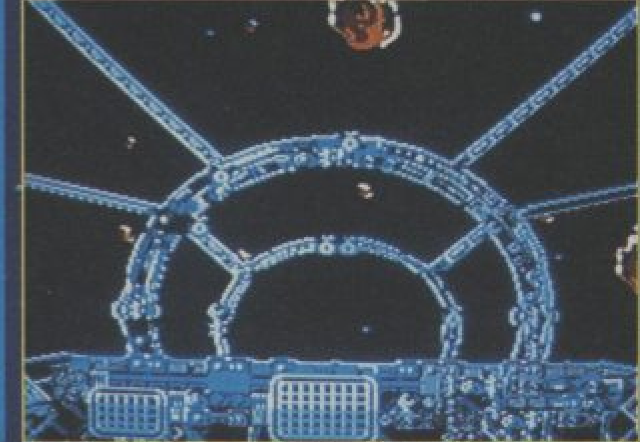
▲ He's hard - he's Han Solo!

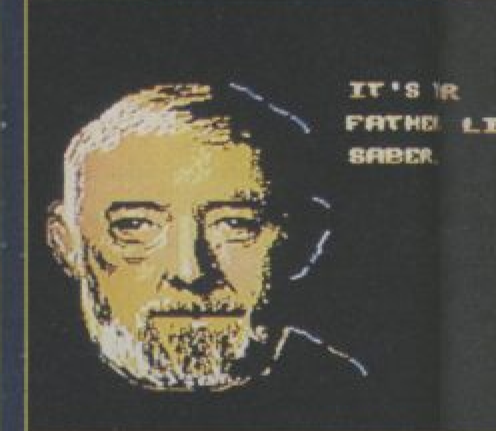






▲ Oh my messy pants, it's Darth Vader!

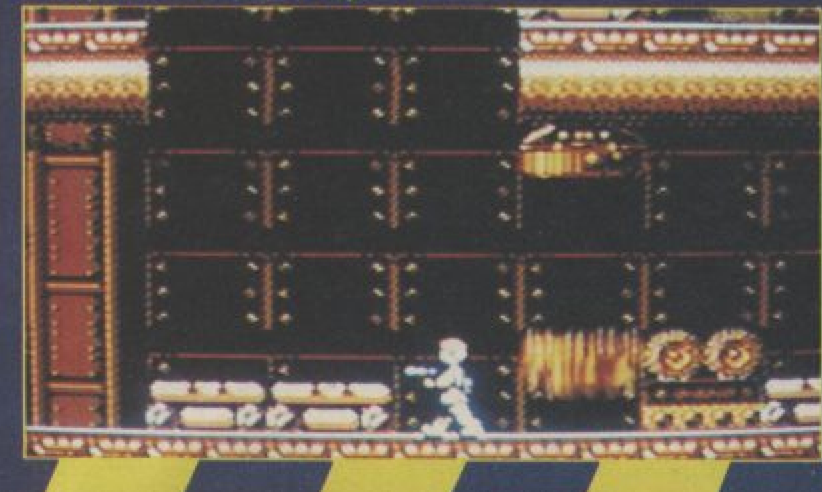




X-WING ANTICS

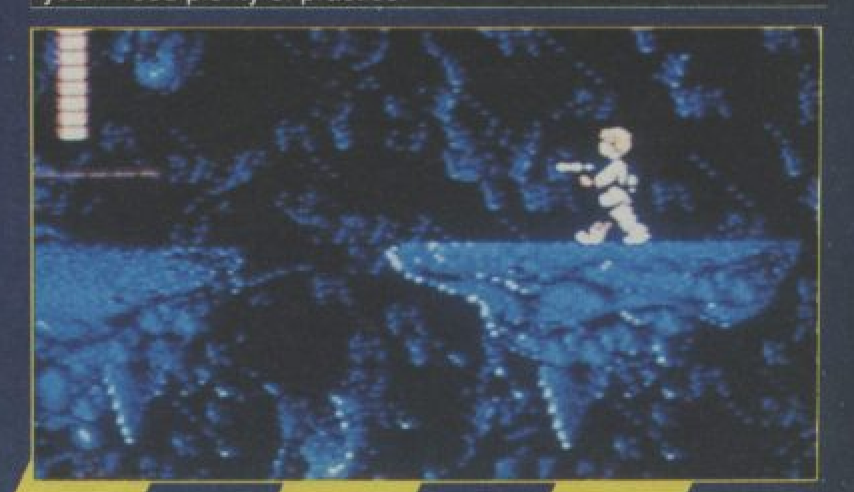
There are two 3-D sections in the game, one in the Millennium Falcon and one in the famous X-Wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3D bit is when you fly the X-Wing through TIE-Fighter infested space. This section leads on to a vertically scrolling shoot 'em up over the surface and into the trenches of the Death Star.

▼ Loads of levels to explore - hurrah!



USE THE FORCE

You can't actually use The Force in the game, but there are a few mysterious tricks you'll need to learn. The first obstacles are jump related - Luke can jump quite far, but he'll leap a good bit higher if you discover his amazing sprinting ability. Like the Mario games, you hold down fire to run, which makes Luke leap a whole lot further and enables him to reach those otherwise inaccessible ledges. Learning to control the momentum of Luke and the other characters is also vital, so you'll need plenty of practice.



REVIEW



CVG HIT

ALL PALS TOGETHER

You have to use all the good guys from the movie if you want to complete the game. Starting with just Luke and C3PO, you seek the assistance of R2D2. Once you have him, Ben Kenobi will join the fun. Next you have to find Han Solo and, finally, Princess Leia. Each character can be controlled and they all have their uses and it's up to you to find out who does what best. The film plot gives clues, so you shouldn't have much problem figuring it out!

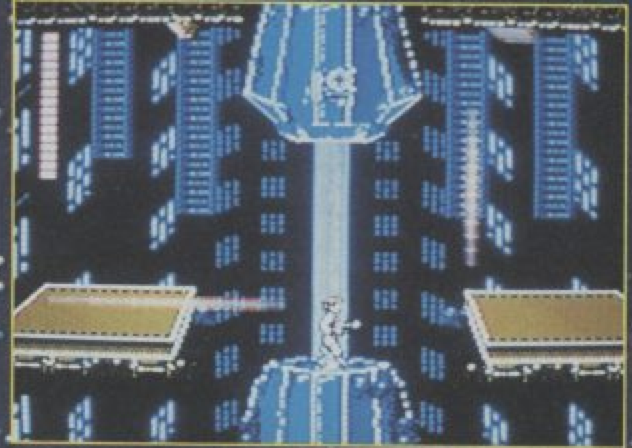


Star Wars is one smart cart! It has all your favourite bits of the movie and a few goodies which weren't strictly in the film. The plot has been doctored slightly to make the game flow a little more smoothly, but you have to do everything in the right order. The main part of the game, a scrolling platform romp is great fun, with death-defying leaps and lots of alien scum to blast. The graphics, considering this is an NES, are completely groovy, with smooth scrolling, top-notch sprites and wonderful backdrops. The cart contains a special music chip which enhances the NES sound capabilities. What this means to you and I is that there are some thumping renditions of the movie themes, as well as brilliant sound effects. The game is huge: you can play for an hour and still only complete five or six percent of the whole thing! Definitely the best film tie-in on the NES and one of the best Nintendo carts for ages!

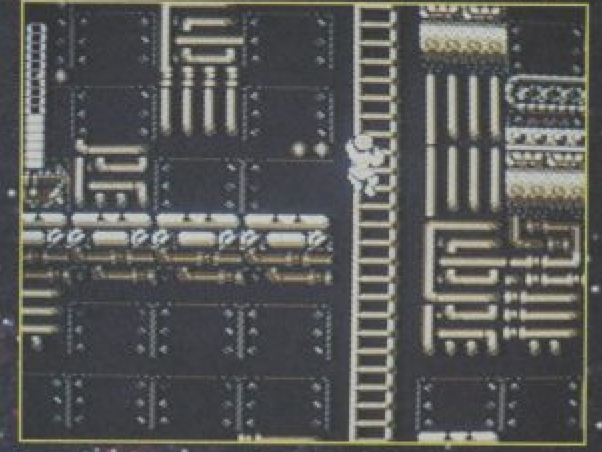
FRANK O'CONNOR

UPDATE

Sorry Skywalkers, but if this game's your cup of tea the NES is the place to be. Sniff.



Don't get lost on the ladder, 'cos you never know where you'll end up... ▼



WHY IS C3PO SO CRAP?

Although C3P0 is with you all the way through the game, he's completely crap. He doesn't do anything at all except complain all the time. He can't shoot, he can't jump and he can't even speak different languages like he's supposed to. This isn't actually an option, but it wouldn't be a bad idea to leave him in the Jawa sandcrawler. At least they could make him into something useful, like a trumpet or a waffle iron.



It's taken a while to touch down (say about 15 years!) but this game is fab! Lucasfilm have really gone to town here, turning in a game and a half which will have you doing a double take to prove you're actually playing an NES. There's nothing quite like this one anywhere, 'cos it's so faithful to the swashbuckling adventure appeal of the movie itself. Looking very Luke-like you journey through some gorgeous graphics to complete one mutha of a tough task! The sound track really stands out, ranking among the best I've ever heard on the 8-bit Nintendo. But at the end of the day what I really like about this game is the way it so closely mirrors the excitement and drama of one of the greatest movies ever. This is the one the fans have been waiting for, and here it is at last!

TIM BOONE

X-WING ANTICS

There are two 3-D sections in the game, one in the Millennium Falcon and one in the famous X-Wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3D bit is when you fly the X-Wing through TIE-Fighter infested space. This section leads on to a vertically scrolling shoot 'em up over the surface and into the trenches of the Death Star.



▲ *Why is C3PO so crap? Funny answers on a postcard, free game for the winner.*

NES

GRAPHICS	91
SOUNDS	92
PLAYABILITY	90
LASTABILITY	90
OVERALL	**91**

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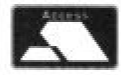
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TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY
1	NE	WWF WRESLEMANIA	OCEAN
2	2	THE SIMPSONS	OCEAN
3	1	TERMINATOR 2	OCEAN
4	NE	TURTLES 2	MIRRORSOFT
5	5	DIZZY COLLECTION	CODEMASTERS
6	7	FINAL FIGHT	US GOLD
7	9	LOTUS 2	GREMLIN
8	10	BIG BOX	BEAU JOLLY
9	3	PITFIGHTER	DOMARK
10	13	ROBOCOD	DOMARK
11	14	RAINBOW COLLECTION	OCEAN
12	4	HEIMDALL	CORE
13	NE	SOCCER STARS	EMPIRE
14	NE	TEENAGE TURTLES	MIRRORSOFT
15	NE	SMASH TV	OCEAN
16	17	JIMMY WHITE'S SNOOKER	VIRGIN
17	6	MAN UTD EUROPE	KRISALIS
18	19	BOARD GENUIS	BEAU JOLLY
19	11	WORLD CLASS RUGBY	AUDIOGENIC
20	15	CARTOON COLLECTION	CODEMASTERS

WWF tops the chart as expected! There's some hefty competition up there, though - so let's see what happens next month!



ATARI ST

1	NE	WWF WRESTLEMANIA	OCEAN
2	4	SIMPSONS	OCEAN
3	5	LEMMINGS	PSYGNOSIS
4	2	LOTUS 2	GREMLIN
5	3	JIMMY WHITE'S	VIRGIN
6	NE	TEENAGE TURTLES	MIRRORSOFT
7	1	MICROPROSE GOLF	MICROPROSE
8	NE	DIZZY COLLECTION	CODEMASTERS
9	NE	RUGBY WORLD CUP	DOMARK
10	NE	SILENT SERVICE II	MICROPROSE

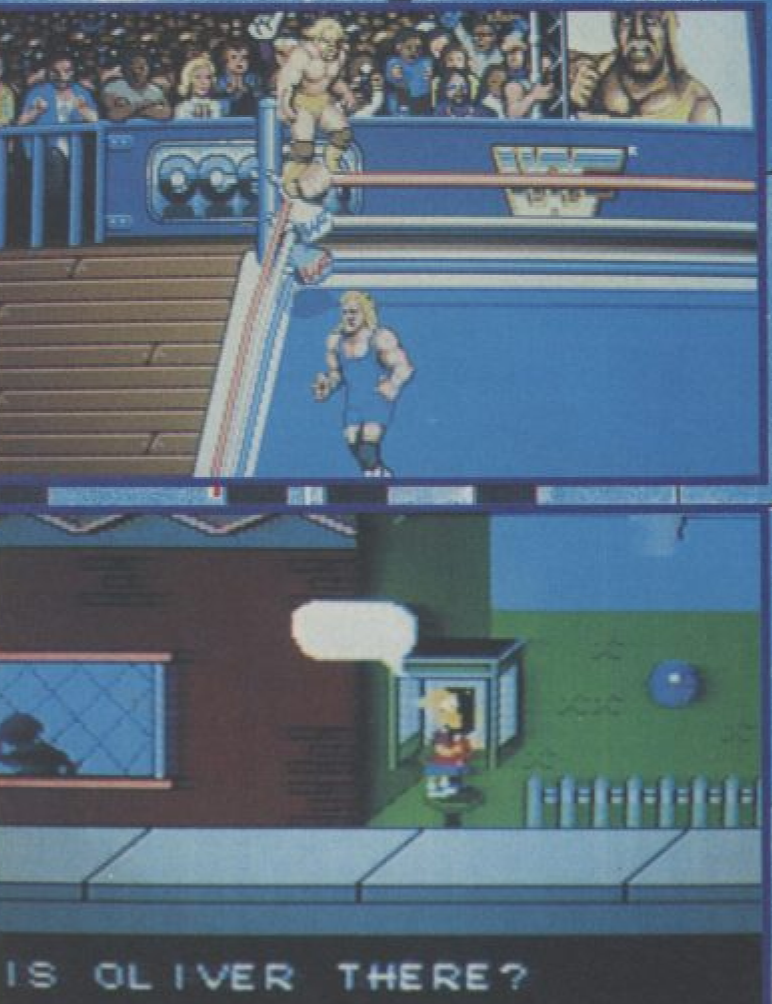
It's those Wrestlemaniacs again, with Bart doing his thing at second place. Look out for more Turtles-related japery though, 'cos they'll be hitting hard pretty darned soon!

AMIGA

1	NE	WWF WRESTLEMANIA	OCEAN
2	5	SIMPSONS	OCEAN
3	2	ROBOCOD	MILLENIUM
4	1	HEIMDALL	CORE
5	4	LOTUS 2	GREMLIN
6	9	JIMMY WHITE'S	VIRGIN
7	NE	BATTLE ISLE	UBISOFT
8	6	ALIEN BREED	TEAM 17
9	NE	LEANDER	PSYGNOSIS
10	3	FIRST SAMURAI	MIRORSOFT

Yup, WWF does it on Amiga, pushing Simpsons to number 2! Keep your eye on Leander though - it came from nowhere and could take the chart by storm!





PC ENGINE

Just as we suspected, the brilliant conversion of Gradius holds the number one spot. Look out next month for its brilliant sequels, Salamander and Parodius. New in the chart is a smart conversion of vertical shooter, Raiden Trad, apparently, it's nigh on perfect!

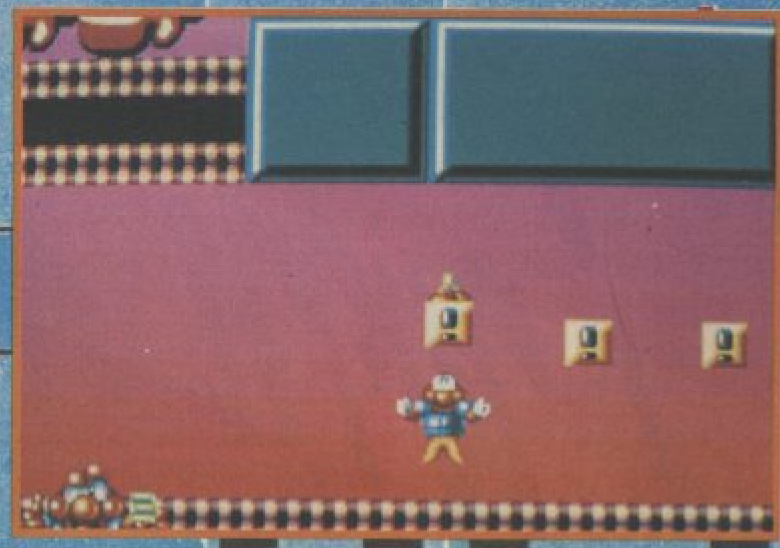
1 GRADIUS
2 RAIDEN TRAD
3 CORYOON
4 MAGICAL CHASE
5 PC KID 2



MEGADRIVE

Electronic Arts' fabberoony platform adventure takes the coveted top spot and is closely followed by the long awaited John Madden's 92. Creeping in at number five is Madden's only competition, the chock full-o-speech Joe Montana 2!

1 ROBOCOD
2 JOHN MADDEN'S 92
3 F22
4 GOLDEN AXE 2
5 JOE MONTANA 2





GAME GEAR

Ninja Gaiden goes straight in at number one, mind you, Game Gear martial artists are hardly spoiled for choice, it's either this or GG Shinobi. Galaga 91 makes an unexpected re-entry and the brilliant (ish) Joe Montana sits tight at number four.

1 NINJA GAIDEN
2 MICKEY MOUSE
3 GALAGA 91
4 JOE MONTANA
5 LEADERBOARD





LYNX

Atari's impressive conversion of Stun Runner is the obvious choice for the top slot and it's not surprising with superfast graphics and tons of sampled speech. Stun Runner will certainly turn heads on the bus trip home! Robotron isn't too shabby either, although we were a bit concerned about the control method!

1 STUN RUNNER
2 ROBOTRON
3 HARD DRIVIN'
4 VIKING CHILD
5 SCRAPYARD DOG





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Those great gamesters at Gremlin Graphics are so proud of their forthcoming top gaming treat **Video Kid** that they're giving away a video to the lucky winner of yet another great CVG compo!

It's true - our lucky video victor will walk off with one of the fabbiest videos around and be able to tape all that great movie mayhem with a machine worth, wait for it, **FIVE HUNDRED POUNDS!** As you can see from these screenshots, Video kid is set for stardom as a top treat on Amiga and STs everywhere - featuring the adventures of our hero after being sucked into a VCR!



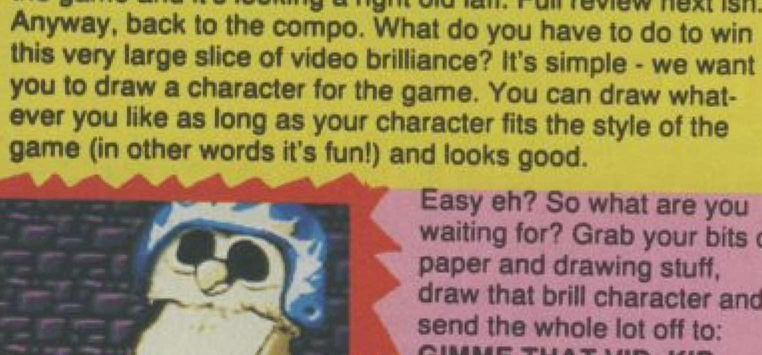












Video Kid awakes to find himself in a video world chock 'a' block full of laffs and surprises. We're seen early demos of the game and it's looking a right old laff. Full review next ish. Anyway, back to the compo. What do you have to do to win this very large slice of video brilliance? It's simple - we want you to draw a character for the game. You can draw whatever you like as long as your character fits the style of the game (in other words it's fun!) and looks good.



Easy eh? So what are you waiting for? Grab your bits of paper and drawing stuff, draw that brill character and send the whole lot off to: **GIMME THAT VID, KID, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** So get your entry in by February 10 and amaze us with your fab Vid Kidness!

Small print: Hey, the type's gone all tiny - which means we'd better tell you that all the usual CVG compo rules apply which means you can't enter if you're anything whatsoever to do with Gremlin or CVG or your name's Damien Johnston and you live in Harrow-On-The-Hill. Other than that you can enter as many times as you like. The Editor's decision is final and don't phone up to find out how you're getting on or Frank will rack up your phone bill with true and interesting stories about boring old Bath.



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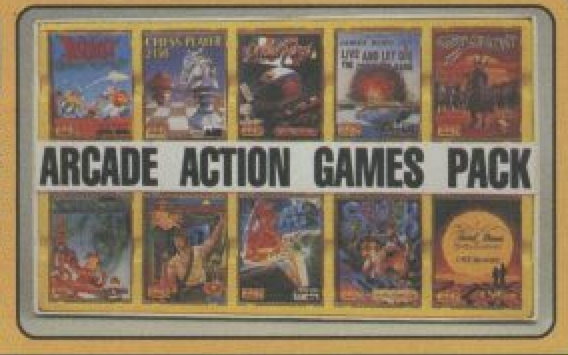
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REVIEW

MEGADRIVE £35

BY TRECO

FIGHTING MASTERS

WHACK! Two Megadrive beat 'em ups thumped their way into the office just in time for this issue, so we thought we'd put them head to head in another CVG slap-up special. Which one comes out on top? Read on and find out!



Take two fighting masters, put them into an arena and let them scrap it out! There can be only one winner, with no points at all for second place. Nothing matters except victory - and at any cost. That's Fighting Masters for you, the game which pits you against a wide variety of opponents in all sorts of mystical places. Discover your secret moves, plan your tactics and let rip as your opponent attempts to do exactly the same. In this sport only the toughest survive, so have you got what it takes to be top of the pile?



▲ go on, Goldrock! Give 'im hell!

SIMPLE BUT FUN!

Fighting Masters couldn't be simpler: choose your fighter and slug it out with either a computer-controlled opponent or a chum for two-player laffs. There are few rules and the match is over when one of you is chewing the dirt. Simple and fun!

STREETFIGHTING AGAIN?

It has to be said: Fighting Masters is the closest yet to the thrills 'n' spills of Streetfighter on the Megadrive. The influence is obvious, but the game is much simpler than the arcade classic. Fine try, though!



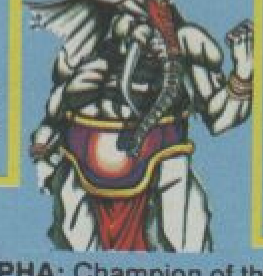
▲ Medusa's got a "crush" on Goldrock.

CHOOSE YOUR HERO!

Fighting Masters features no less than 12 individual scrapping champs, each with their own special charcateristics. Here they are:

LARRY: A human from Earth, our Larry's a real muscle man with plenty of stamina and speed. Great at fisticuffs, but lacking way-out skills.

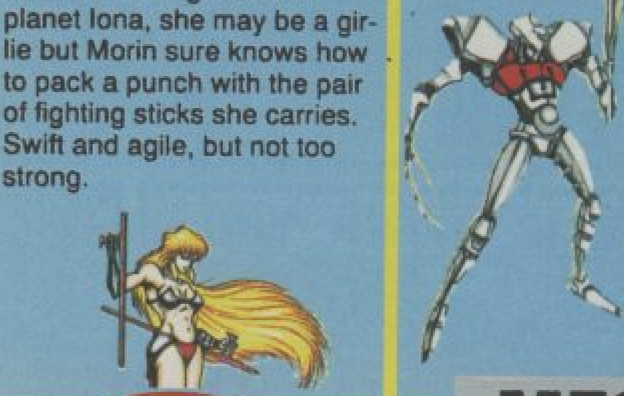




ELEPHA: Champion of the planet Mega, Elepha's a big old boy who knows how to use his weight to full effect. Tends to be a bit slow at times, though.

FLAMER: Hot from planet Odd, this guy can breath fire and pack a pretty powerful punch as well. Good at attack but pretty poor on defensive moves.

MORIN: Hailing from the planet Iona, she may be a girlie but Morin sure knows how to pack a punch with the pair of fighting sticks she carries. Swift and agile, but not too strong.



BEOWOLF: Straight from the planet Orion, Beowolf has the deadliest fingers in the business - they're made of steel blades! As a special move he can turn himself into a spinning blade, but is surprisingly easy to dust.



Hurrah! Here's a pretty nifty one-on-one scrapping game on the Megadrive, and it works really well! Obviously influenced by Streetfighter, this is basically a stripped down version of everybody's fave arcade thumper - and I have to say it works very well. Graphics are fine, sound's a tad whiffy, but gameplay has been well designed for maximum laffs. In one player mode the game can become a tad samey, but find a chum to fight with and this cart really takes off! Everyone will fine their own favourite character (mine's Dio!) and perfect their skills to take on all comers. When people start yelling while they play you know the game's a good 'un - and if one player mode was more fun this game would definitely score a CVG Hit! As it is, it's the tops in two-player mode and guaranteed laffs for fist fighting pals everywhere!

TIM BOONE



MEGADRIVE

GRAPHICS	80
SOUNDS	81
PLAYABILITY	95
LASTABILITY	91

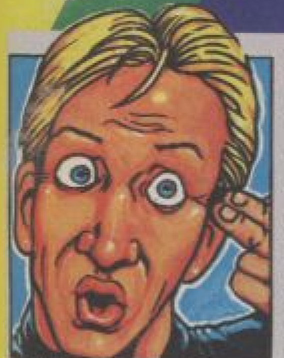
OVERALL

REVIEW

MEGADRIVE £35

BY RIOT

Monsters generally get a bad press. Portrayed for centuries as slavering, brainless killing machines hasn't done much for their publicity. In fact, they're an intelligent bunch, who vent their anger not by stomping around eating prehistoric man, but by climbing into a ring for a bit of a wrestle. Grab that joypad and become one of a variety of these massive maulers, taking on the challenge of flooring your beastly opponent before he gets the better of you. Choose your fighter from a wide selection, then take to the ring and, well, beat ten shades out of the poor thing in front of you. Couldn't be easier. Honest.



An unusual twist, I suppose - monsters in a wrestling ring. Perhaps a clever way to jump on the whole wrestling games bandwagon. It's just a pity that Beast Warriors is a pile of old crap. Nothing about it is remotely exciting. The graphics, although looking quite nice in these static screenshots, animate pathetically and the shadows beneath them are a complete joke: they flicker and they're all exactly the same size and shape! Sound is pretty atrocious, especially the in-game tunes which are completely ill-fitting. Gameplay is dull, simplistic and annoying in equal parts. Half the time the monsters don't seem to respond to the controls and I simply couldn't be bothered to sit around and find out what the other half was like. Actually, Beast Warriors has made me feel quite ill, so I don't want to write any more about it.

PAUL RAND

WHERE ARE THE ROPES?

No ropes cordon off this wrestling ring - it's electrified! Throw your opponent onto the invisible force field and he's toasted for a couple of seconds before falling unconsciously to the floor: just the right time to give 'im a damn good kicking!

If you think the music during the game is a bit on the poor side, you might like to hunt out a few of these beastly tunes and play them at full blast! *Get It On - T Rex. Crocodile Rock - Elton John. I'll Be There - The Four TriceraTops. American Pie - Pter anoDon Maclean. Anything by Des O Connor* - 'cos all his stuff is monstrously bad.

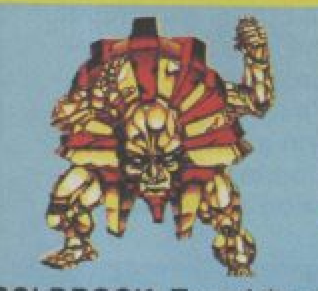
BEAST WARRIORS



▼ This ring's electrifying!



▲ He'd better move - and fast!



GOLDROCK: Top of the pile on planet Raitan, Goldrock's one tough hombre made out of stone! He's fairly slow, though, and doesn't have too many moves at his disposal.



TOMAHAWK: Head hombre on planet Birdy, Tomahawk's a top-flight scrapper who's king in the air but not so hot on the ground. Watch out for his swooping attack of doom!

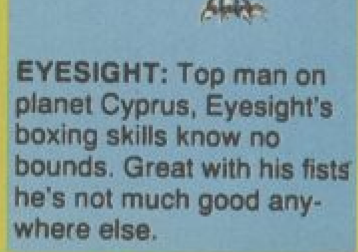


MEDUSA: Hero of the planet Golgon, Medusa may be fat but he's fit as well! Lumbering around the screen, he can suddenly change into a spinning wheel of death from which there is no escape!





DIO: Fresh from the planet Tree, Dio's the sensation of the sport. He may be a poxy little plant, but he's brill! With his snapping jaws he can actually eat his opponents for lunch, and we think he's fab!



EYESIGHT: Top man on planet Cyprus, Eyesight's boxing skills know no bounds. Great with his fists he's not much good anywhere else.



ZRYGUNTE: Screaming in from the planet Sushi, where he's king lobster, Zrygunte knows how to grab his foe in a pincer grip of doom! Trouble is, if he misses he's wide open to attack! Oh dear...

DRASON: Hotshot of the planet Rulgus, Drason the dragon's another with an uncanny talent for blowing fire out of his gob! Make sure to time your attacks or he'll burn your botty...



The ugliest monster of them all!

UPDATE

Beast Warrior shouldn't be available for any other system. Thank heavens for that!

THANKS...

...to **Console Concepts** (0782 712759) for the review cartridges.

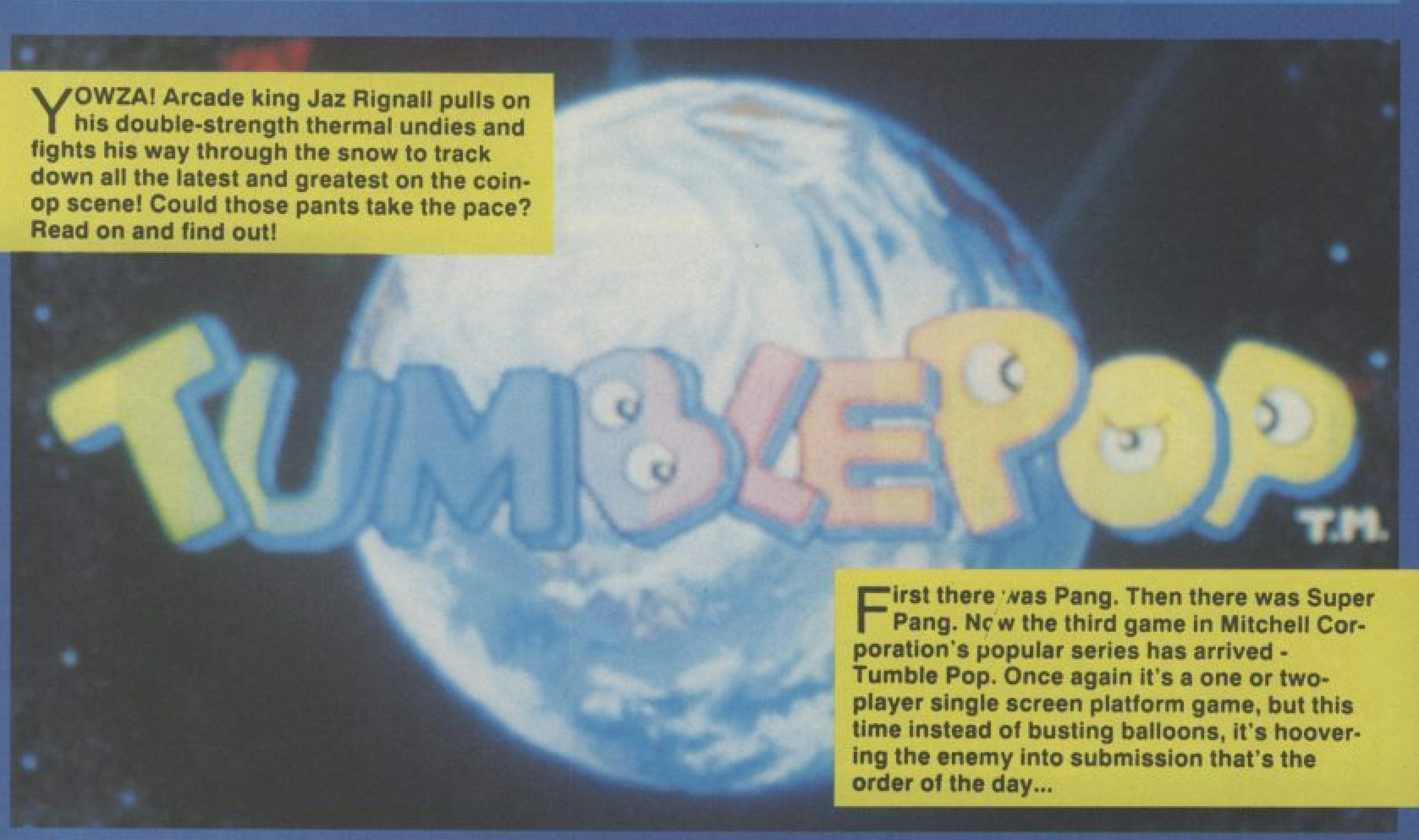




MEGADRIVE	
GRAPHICS	36
SOUNDS	24
PLAYABILITY	37
LASTABILITY	5
OVERALL	26

ARCADE ACTION

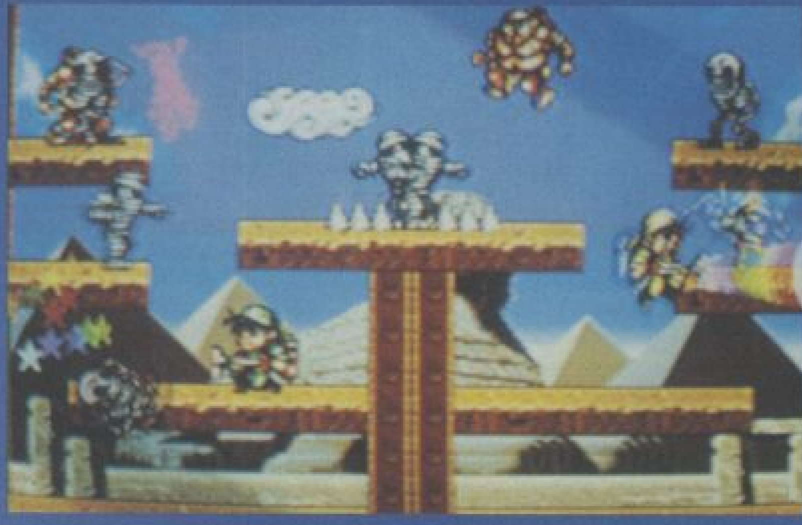
YOWZA! Arcade king Jaz Rignall pulls on his double-strength thermal undies and fights his way through the snow to track down all the latest and greatest on the coin-op scene! Could those pants take the pace? Read on and find out!



First there was Pang. Then there was Super Pang. Now the third game in Mitchell Corporation's popular series has arrived - Tumble Pop. Once again it's a one or two-player single screen platform game, but this time instead of busting balloons, it's hoovering the enemy into submission that's the order of the day...

MULTI-HOOVERED BONUS BADDIES

Hoovering up and spitting out one baddie at a time is the safest way to play, but you end up with a rubbish score. Tumble Pop experts hoover and store as many baddies as possible and when the vacuum is about to explode eject them out all over the screen. The result of all this dangerous tomfoolery is a large points bonus, plus any hidden items on that particular screen being uncovered, which could mean more points or even power-ups!

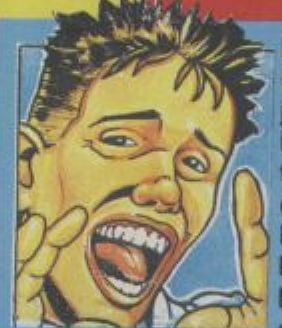




VACUUM ANTICS

The two heroes are armed with vacuum cleaners with which to suck up the baddies. Once hoovered, they can be destroyed by ejecting them back out. The vacuum can store an unlimited amount of baddies, and the more you suck up, the more points you get. The problem is that they can only be stored for a few seconds, and if you don't eject them quickly it explodes and costs you a life!

The object is to simply hoover up all the baddies on that particular level, and once done take on and defeat the end-of-level boss, with the ultimate aim of beating the Boss boss on the final level.



I love Pang and Super Pang, and this sequel is just as much fun! Hoovering up the baddies and then spitting them out all over the screen is a real laugh, and finding all the hidden bonuses as well as beating the seven shades out of all the different bosses is both challenging and very addictive. It's this aspect that keeps you playing the game - you seem to find something new every time! The graphics and sound are both excellent, but really it's the simple, but horribly addictive gameplay that makes this one of the most fun coin-ops seen in a long time. Let's hope we see home conversions soon; in the meantime, get down to your local arcade and pump some coins into this - quick!

JULIAN RIGNALL

POWER-UP CENTRAL

There are loads of power-ups to collect, including speed-ups, super hoover power, a force shield, stun gun and a hyper cleaner - a massive hoover which comes down from the skies and decimates every baddie on screen!








ALL AROUND THE WORLD

Like its predecessors, Tumble Pop's baddie bashing is set across the globe. Starting off at the South Pole, the player travels to Moscow, Paris, New York, Fuji-Yama, Egypt, Peru and finally Australia - which is infested with baddies from Caveman Ninja!





GRAPHICS
SOUNDS
PLAYABILITY
LASTABILITY
OVERALL

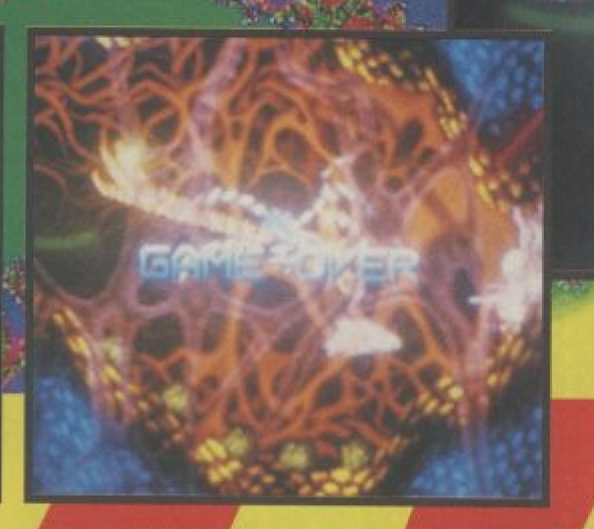
XEXEX

XEXEX OVERALL 72%

What I want to know is how the hell do you pronounce the name of this latest horizontally scrolling blaster from Konami? Is it zeh-zex, or should it be ex-ex-ex, or even zeks-ex? However you say it, the name is definitely the most original thing about the game!

The scenario isn't really important, since what it boils down to is a scroll along, power-up, beat the end-of-level boss routine which, while it's fun, hardly taxes your shoot 'em up skills. It's very similar to all the other hundreds of games in the genre, and apart from some lovely graphics and some thumping tunes, there's nothing here to keep you putting in more than a few coins.











STAR TREK PINBALL



STAR TREK PINBALL OVERALL 86%

This year that most famous of science fiction television programmes, Star Trek, celebrates is 25th anniversary. And as you can imagine, there'll be reunions, memorabilia, commemorative items and special conventions to celebrate the grand occasion.

One such commemorative item is this new pinball table, which packs a fabulously drawn and brilliantly designed playfield and more speech and music from the television series than you think could possibly be squeezed into a pin table! It's one of the best pintables I've seen in a long time and should keep silverball fans short of change for quite some time.

But what I want to know is, will there be an arcade game? Sega produced a vector graphic Star Trek game in 1983 which was pretty good - using today's technology it could be updated into something really special! If there's any news on that front, you'll be the first to know.



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A New Age In Home Entertainment And Education

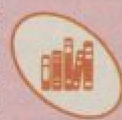
CDTV finds its place alongside the TV and Hi-Fi system in the home. It is similar in appearance to existing video and CD players and, with its infra red remote control, is just as simple to operate. But that's just the beginning. CDTV transforms television from a passive to an active medium. The vast storage capabilities of the CD make it an ideal mass information provider, capable of storing and displaying a combination of colour pictures, text, graphics, voice and stereo music of the highest quality. CDTV offers a new realm of audio and visual experience for everyone.



FOR EDUCATION

EDUCATION

For young children learning to read can be an adventure! In the title Cinderella, for example, they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. And learning about the world can be fun too. The World Vista Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.



FOR REFERENCE

MUSIC

For the classical music buff it is possible not only to hear Beethoven's Fifth Symphony, but to see the orchestra perform, follow the score and read about the composer's life and times. The Timetable of Science and Innovation walks you through 6,250 key events in scientific history. It employs animated maps to show where every event occurred and a visual lift-off from the earth's surface. Key events are accompanied by audio presentations with graphics and sound recordings from the archives of the world's great museums. Browse quickly or examine an exhibit in detail.



FOR FUN

There is a wide range of entertainment titles available for every age-group. Sherlock Holmes, Consulting Detective, includes a video and audio tour of Victorian London. Players can choose suspects for Holmes and Watson to interrogate and can search issues of the London Times for clues. A CDTV disc's graphics capabilities take action and simulation games to a new level. Falcon makes you a pilot of an F-16 fighter and has accurate simulations of weapons systems, cockpit controls and flight characteristics allowing you to zoom like the ultimate stunt pilot with extraordinary realism.

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When Toyota, decided to open a car assembly plant in Derby, Derbyshire County Council commissioned the production of 'Japan World', a CDTV title which allows students to explore and experience the Japanese language, lifestyle and culture. It also provides a valuable insight to businessmen with information on Japanese business philosophy and negotiation protocol.



FOR HOBBIES



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Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

Which computer(s), if any, do you own? 71

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

FREE MICROSELL ADS!!!

(Well nearly) – To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number...... ...What are you waiting for!

THE MICROSELLS

AMIGA GAMES for sale; Back to the Future II, Shadow of the Beast II, Knightbreed, Joe Blade, Crowd Kingdoms, Days of Thunder, Kid Gloves. £8 each of £40 for the lot. Ring: 051 426 2873 ask for Steve after 5pm

NINTENDO COMPUTER for sale. £150 + 5 games - Mario Bros 2, Robocop, World Cup Footnball, Turtles and Black Manta. Ring: 0992 552714 ask for Simon

WANTED Hero's Quest by Sierra for the Amiga, game must be Hero's Quest, not Quest for Glory 1. Will swap with Quest for Glory 1 or buy it. Phone Jamie on: 081 462 4719

MEGADRIVE FOR SALE, sell for £200 with 7 top games or swap for Super Famicom with at least 2 games. Call Richard on: 081 857 5635

FOR SALE Light Gun for Nintendo + Duck Hunt, will accept any reasonable offer. Please phone: 051 678 8268 if interested and ask for Richard

SEGA MEGADRIVE FOR SALE with Sonic the Hedgehog, Joypad and Stereo headphones. All for the amazing price of £70. If interested please call Simon on: 0260 297558

AMSTRAD CPC 464 for sale, colour monitor, joystick and over 100 games + magazines. All for £180 ono. Phone: 021 423 3371 ask for Mark

ATARI 520 STFM discovery pack, second disk drive, quickshot python 1m joystick, £250 worth for software, dust covers, disk box, accessories, 10 months old, all boxed. Worth £700. Sell for £450 ono. Phone: 0553 762686 after 6pm

COMMODORE 64C light fantastic pack, light gun, joystick, some software, never used. All boxed. Sell for £100 ono. Phone: 0553 762686 after 6pm

WANTED Gameboy. Will pay £30 max. Call Nick on: 04022 26854

SWAP your megadrive games for mine. Interested phone: 0292 43555 for details. Games must have instructions.

COMMODORE 64 for sale, with 2 joysticks, lots of games and accessories, reset cartridge, fast load and action replay cartridges, worth £350. Sell for £175 ono. Also disk drive, good condition, with many games. Only £60 ono. Phone Ben on: 0223 834572

SEGA MEGADRIVE for sale, 1 joypad, 10 games including: Sonic the Hedgehog, PGA Tour Golf and Castle of Illustion. £250. Contact Chris on: 0923 213672

NINTENDO SUPER FAMICOM PAL + 6 top rated games, swap for Amiga and games or Megadrive and games. Tel: 0352 715377

FOR SALE 16 Commodore games and 7 Amstrad games. £5 each or all for £46. Contact Steven on: 622 8658

NINTENDO SUPER FAMICOM PAL Never used, unwanted gift, with 2 games. Will swap for PC Engine GT, for sell for £255. Contact Dean on: 081 907 1876

NINTENDO for sale, 2 pads, 4 games, Turtles, Double Dragon II, Snake, Rattle and Roll, Probotector. Boxed. Bargain at £100. Will send recorded delivery + £5 P&P. Phone: 0538 304595

GAMEBOY for sale, with 8 games, gamelight, magnifier, carry cases. Worth £300, sell for £180 Call Richard on: 0256 782322

NINTENDO ENTERTAINMENT SYSTEM with 2 joypads, excellent condition, still boxed, 3 great games including Section Z. Worth £140 sell for £75. Contact Medway 684991. Please ring after 5pm

THE MICROSELLS cont.

PC ENGINE PAL with 15 games, 5 player adaptor and 2 control pads. For £165 ono. Tel: 0329 231537 after 5pm

FOR SALE Atari STFM 1040, double sided disk drive, joystick, over 30 games, mouse and mouse pad. Worth over £1000, will sell for £300. Phone: 0744 883332

SWAP 5 top Amstard games for 4 good Amstrad games.Would prefer Transformers and any Spiderman game. Contact Omar after 4pm on: 526611 in Armagh

FOR SALE Amstrad CPC 464 green screen, can get modulator, computer in very good conditionwith over £250 worth of games inculding History in the Making, Technocop. Sell for £200. + Computer desk for sale VGC for only £50. Or Buy computer and desk for £425. Tel Ed on: 0977 798921 after 6pm

MEGADRIVE for sale, excellent contaction, still boxed, 2 months old, with Sonic, Dick Tracy, Altered Beast and Revenge of Shinobi, a Bargain at £115. Phone Daniel on: 0626 55650

SEGA MASTER SYSTEM + Still boxed including Control Stick, light phaser, and 18 games including Golden Axe, Psycho Fox, Rastan, Wonderbou III etc. £220. Ask for Dale on: 021 526 4037

OLD MODEL C64 cassette player, monitor, printer, disk drive, 2 jet fighter joysticks + over £500 worth of software including many blockbuster games, + word processor and complete contol system for the C64 worth £1500, sell for £500. Ring Ed on: 0472 840359 for details

SEGA MASTER SYSTEM + includes light phaser, control pads, 2 built in games + 3 additional games. Very good condition. £75 ono. Call: 0753 886968. (Gerrards Cross)

NINTENDO ENTERTAINMENT SYSTEM with 2 games, Turtles and Super Mario Bros II, 2 pads, brilliant condition. Still boxed only 6 months old. A Bargain at £65. Tel: 0332 551196

PC ENGINE for sale (Scart) 3 games, joypad. Very good condition. Still boxed. 2 Japanese PC Engine magazines. Sell for £75 ono. If interested ring : 0795 420962 ask for Des after 6pm (Sittingbourne)

BOXED GAMEGEAR 2 games, excellent condition + AC Adaptor. Sell for £110. Phone: 0923 31894

SWAP my Gameboy for Atari Lynx. Gameboy has 5 games, carry case. Tel: 0724 783004

PACK OF 17 Amiga games for sale brand new. Including RVF Honda, Kid Gloves and Microprose Soccer. £70 ono. Phone: 0283 214768 after 5.30pm

SWAP Tetris, 2 player link up, headphones and a carry case for a Gameboy, swap for any Nintendo games. Contact Jason on: 081 670 4628 after 4pm weekdays, or all day on weekends

6 FT SNOOKER TABLE with 2 cues, a spider, all balls, chalk and a triangle. Good condition, still boxed. A bargain at £45. Tel: 0332 551196

POWER TURBO 33 ROLLER BOOTS Size 9, with Hockey socks, S&S bearings, excellent condition. With box. A bargain at £45. Tel: 0332 551196

COMMODORE 64 for sale, over 14 games, 1 joystick, 1 data recorder, good condition. Sell for £70. Phone: 0493 377458 ask for Lee

FOR SWAP 100 commodore 64 games for commodore disk drive or Gameboy. Phone Seamus Smith on: 0861 527538 for detials

THE MICROSELLS cont.

FOR SALE Sega Gamegear with 4 games, will sell for £180 or swap for Sega Master System with at least 6 games. Phone Fareham 0329 230600 ask for Robin

PC ENGINE FOR SALE with Chase HQ, Wonderboy II, Dungeon Master and Legendary Axe. £120. Phone: 0742 589353, Richard (Sheffield)

SEGA MEGADRIVE for sale, including joysticks and joypads, just a few months old with 5 top great games, batch of magazines and a japanese convertor. All of this for only £170 ono. Tel: 081 440 0869

SEGA MASTER SYSTEM + with 4 games, 2 controllers and a gun for sale. £110. Phone Charles Thomlinson on: 691 0041. Broxley SE4

ATARI STFM with £200 worth of games, swap for Megadrive with 4 or 5 games. Phone Luke on: 0494 528592 after 4.30pm

SPECTRUM +3 Ideal gift, light gun, joystick, dust cover, boxed games including Batman, Ghostbusters II, Terminator II, Robocop and many more individual games. Around 200 games, all in good condition. Worth around £500, offers around £195. Phone: 5266835 ask for Brad

COMMDORE 64 for sale, £100 worth of games. swap for Gameboy with games. Or sell for £80 ono. Phone: 081 429 0989 ask for Carl

SWAP Blockout for Bare Knuckle, or Streets of Rage. Call Shanaz on: 061 366 0675 after 4pm

GAMEBOY for sale including Gamelight, magnifier, carry cases and 2 games. Worth £100 sell for £60. Phone: 0256 782322

GAMEBOY GAMES for sale, including Double Dragon, Batman, Operation C and others. Sell for £12 each. Phone: 0256 782322

ENGLISH MEGADRIVE 11 months guarantee, John Maddens, Streets of Rage, Spiderman, Altered Beast, Wrestle War, extra pad. £200. Tel: 0272 515582 or swap for an Amiga ask for Peter

A BOY AND HIS BLOB (The Rescue of Princess Blobette) for the Nintendo Gameboy. £15. Tel: 081 908 0517

COMMODORE C64 for sale, 149 games, 2 joysticks, 2 light guns and the computer. Ring: 504 3993 ask for Glen

SPECTRUM 48K games for sale. 12 good games for only £3 + £1 P&P. Phone Ross on: 823245 between 4 and 7pm

WANTED Atari Lynx 1 or 2 with 4 or more games. Call: 081 950 3719 ask for Jamsie Boy

SEGA GAME GEAR + Master Gear Adaptor, 5 games, Shinobi, Mickey Mouse, Hastle Gobey, Wonderboy and California Games. Cost £250, sell for £200. Ring: 0634 681298 ask for Peter

SEGA MASTER SYSTEM Light gun, rapid fire unit, 2 control pads + 9 great games. £150. Tel: 0306 882609

GAMEBOY with 10 games including Batman, Golf and Mario Land + headphones and 2 player lead. Will sell for £145 ono. Tel: 0704 65465 ask for Paul

WANTED Sega Megadrive games will pay £12 each. Phone: 0253 875957 (You have to send the games)

FOR SALE NES Nintendo with 5 games, including Super Mario Bros 3 and advantage joystick and 2 controllers. £130. Phone Chris on: 0507 527559

SWAP Gameboy with 5 games including Mario and Double Dragon. Will swap for Gamegear with a games or Megadrive with a game. If interested

DIAL-AN-AD NUMBER
0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

SPECTRUM GAMES £200 worth will sell for £40 ono. Will need to pick up from Leeds. Also Sega Master System 12 cartridges, sell for £80 ono. Contact Chris on: 0532 326266

OFFICIAL UK MEGADRIVE arcade power stick, Sonic, Mickey Mouse, PGA Golf, Populous, Super Monaco, World Cup, James Pond, Golden Axe, Altered Beast. All for £300 ono. Phone Pete on: 0296 67293

COMMODORE C64 for sale, 2 joysticks, 2 lightguns and 149 games. Asking price £300. Call: 5043993 ask for Glen

ATARI ST 25 games, 3 joysticks, 4 player adaptor. Tel: 0869 240495 or swap for Super Famicom

ATARI ST520FM discovery pack, second disk drive, quickshot python 1m joystick, £250 worth of software, dust cover, disk box, accessories, 10 months old. All boxed worth £700. Sell for £450 ono.Phone: 0553 762686 after 6pm

GAMEBOY for sale, 5 games include Mario, Batman and Spiderman. All boxed. £135. Worth £165. Contact Adam on: 0205 356939

TO SWAP Monaco GP, Golden Axe, EA Ice Hockey, John Maddens American Football, Hellire, Sonic the Hedgehog and Castle of Illusion. Will swap for any other Megadrive games. Please phone:061 431 5825

SWAP my Gameboy for Atari Lynx or Game Gear or Sell for £120. Call: 0724 78300 ask for Rob

COMMODORE 64 for sale with tape deck, over 50 games and magazines + 2 joysticks. Will sell for £150 ono. Will also sell games seperately. Tel: 081 949 4087

FOR SALE Sega Master System and joypad + 3 games - Wonderboy III, Teddy Boy and Sonic the Hedgehog. 5 months old, good condition. Phone Elliot after 4pm on: 081 809 2782

SEGA MASTER SYSTEM with 2 games, California games and Galaxy Force. £90. Phone David on: 084421 2303

FOR SALE Gameboy, all original packaging, supplied with 8 games, gamelight and carry case. Worth over £240. Sell for £125. Call Stuart on: 0483 422639 after 6pm

PC ENGINE portable, mint condition, 3 games all boxed. Worth £300, sell for £200 or swap for Megadrive + games and £50. Call Chris on:0527 510554

ATARI 520ST boxed as new, various manuels, 20 games, 2 joysticks, £275 ono. Ring Darren on: 0905 427013 (Worcester)

GAMEBOY for sale, unwanted present, 5 games, 2 player adaptor, 4 player adaptor, headphones, illuminator light and case which holds the lot. Worth £200. Sell for £149.99 ono. Contact Lee on: 0206 763097

NINTENDO NES for sale or swap for Gamegear with at least 4 games. Phone Lee on: 0670 355537

SWAP Master System with 1 built in game and 3 others. For Commodore 64, my computer has 6 months guarantee left. Tel: 597 7108

COMMODORE 64 for sale with 100 games, new model, very good condition with 2 good joysticks. £200 or will swap for Amiga with 1 games. Phone: 0709 360549

SPECTRUM 48K double interphaser, 2 joysticks, 50 games, + 70 games without covers. Phone Paul on: 081 317 1979

THE MICROSELLS cont.

FOR SALE Spectrum 128K with over 60 games including Rainbow Islands, Bubble Bobble and New Zealand Story. All this for £70. Tel: 0483 760591 (Woking)

PC ENGINE GAMES for sale, Motoroder, Dungeon Explorer and Wonderboy. £20 each. Excellent condition. You send cash, I will send games. Phone Michael on: 0538 304595

WANTED Amiga in good condition with some software. Willing to pay around £200. Tel: 0282 696033

COMMODORE 64 for sale includes datacassette, all leads and 53 games.Worth £300 will sell for £60. Phone Neil on: 0642 581241

ATARI STFM double sided disk drive with joystick and mouse, lots of games including Kick Off 2, black and white TV. All boxed £300 only. Phone Antony on: 051 339 0733

FOR SALE Megadrive and Amiga. Both for £200. Contact Matthew on: 0462 686052

WANTED Sega Game Gear cheap. Phone: 0272 734181

COMMODORE 64 for sale, over 80 games, light fantastic pack, boxed as new. Ring : 0437 765087

COMMODORE 64 computer console for sale, 200 provisional games, 3 joysticks, all in perfect condition. £200 ono. Phone: 021 704 3155

HANHELD PC ENGINE in superb condition with 4 games including Jackie Chan and Formation Soccer. £235 ono. Phone: 0708 754140

SWAP Super Famicom scart with 3 games, Super Mario 4, Final Fight and Gradius 3, will swap for Neo Geo with game. Ring Simon: 0689 847732

SPECTRUM +3 disk drive includes Multiface 3, 5 disks full of games, cassette recorder, £30 worth of games on tape, 2 manuels, joystick. Bargain £250 ono. Contact David on: 0222 862330

WANTED NES with 2 control pads and 2 games for under £100. Phone Kate on: 081 398 9375

MASTER SYSTEM + Light Phaser, 9 games, 2 joypads, a £20 joystick. Games include Golden Axe, Mickey Mouse, R-Type, Rampage, Rocky. Worth £320. Sell for £110. Ring: 0823 413089 ask for James

AMSTRAD CPC 64 with colour monitor and joystick, excellent condition. Includes over £250 worth of software. Will sell at a Bargain at £175 ono. If interested please phone: 021 475 7602

SEGA MEGADRIVE in brand new condition, with 2 joypads and 5 great games including Golden Axe and Ghouls and Ghosts. £200 or swap for Commodore Amiga. Phone: 0708 754140

COMMODORE 64 40 games, 1 joystick, cassette deck, good condition. £90. Phone Swansea 0792 401419 after 4pm

SWAP Gameboy with 3 games, and 2 player link + £30 for English Megadrive with 2 games. Or sell for £50. Phone: 081 398 9375 ask for Gareth

COMMODORE 64 light fantastic, for sale with top title games + joystick. Quick sale £100. If interested phone Andrew on: 081 685 9258

MASTER SYSTEM control pad, light gun, £20 joystick and 9 great games. Well worth over £300 will sell for £110. Ring : 413089 (Tournton area) or swap for Megadrive with Sonic

NINTENDO with 7 games, World Cup, Teenage Mutant Hero Turtles, Double Dragon II, A Zapper, Duck Hunt, and club membership. Sell for £165 Phone: 0354 53290 ask for Robin

THE MICROSELLS cont.

FOR SALE Panasonic Impact 24 dot matrix printer. KXP1124. 1 year old. £175 ono. Phone: 0752 790729 ask for Nick

GAMEBOY FOR SALE 16 top titles including foreign games. Magnifier, Light boy, boxed as new worth £440. Will sell for £235 ono. Tel Liam on: 0935 891376

AMIGA GAMES FOR SALE Predator 2, Back to the Future 2, Knightbreed, Narc, Shadow of the Beast 2, 10 demo disks. The whole lot for £90 or will sell individually for £15 each or will swap for a Megadrive. 47 Clarence Road, Teddington. Tel: 081 977 9138 ask for Richard

SWAP Japanese Shadow Dancer and Ringside Angel for any games (swap both for Rainbow Islands) Outrun for sale for Master System £15 ono. Prefer local swaps or around Middlesex area. Phone: 0344 778248 ask for Matthew

COMMODORE 64 CONSOLE for sale comes with 7 games including, Batman, Navy Seals, Robocop 2 and Flimbos Quest, 2 joysticks. Worth £135. Sell for £50-£60. Contact James on: 0788 561820

BARGAIN Game Gear + 3 games including Mickey Mouse and Wonderboy + Lynx with 5 games including Blue Lightening, Gauntlet 3, Rampage and Paperboy. £300 or swap for Famicom with 2 games (TV Version) Contact Matt on: 081 670 2432 weekdays after 6.30pm

COMMODORE 64 for sale, 1 joystick, 1 data recorder, over 40 great games. Sell for £80 ono.or swap for Gameboy + games. Phone: 0493 377458 after 4pm ask for Lee

ATARI ST games for sale, all originals with box and instructions, Batman £7, Knightbreed £7, Star Wars Trilogy £7 + many more. Phone Rory on: 071609 0844

AMMACO free style BMX for sale, competition frame, MX Brakes, original pads, bought for over £200. Sell for £60. Slight repair needed to saddle. Phone Rory on: 071 609 0844

AMSTRAD CPC 464 colour monitor and 2 joysticks, £100 worth of games including Wonderboy and Mini Office 2. Worth over £400. Sell for £200 or swap for an Amiga. Ring: 0734 842829

AMSTRAD CPC 464 with colour monitor and joystick. £250 worth of software. All in good condition. The price is £325. Tel: 0403 790342

SUPER FAMICOM for sale (scart) 4 games including UN Squadron. 2 joypads and PSU. £300. Phone: 0703 676739 ask for Jim

SEGA GAME GEAR with Mickey Mouse, Super Monaco GP, Mains Adaptor. All for £85 ono. Phone Simon on: 081 304 7440

URGENTLY WANTED Lynx games,Gate of Zendocon, Paperboy, California Games, Electrocop and Tinball Shuffle. Will pay up to £10 per game. If interested dial:0706 81733 ask for Des

SPECTRUM 128 games for sale include Afterburner, Gunship, 1942 and many more, all boxed. Worth £10, sell for £3. Phone: 0223 316565 ask for Jason

SWAP Sega Master System with 2 control pads, rapid fire unit, 2 games for an NES with any of the Mario's, any other games, if interested contact James on: 0633 856910

SPECTRUM 48K & 128K GAMES for sale. £700 worth, sell for £140 or swap for Gamegear and games. For further enquiries phone Breezling 0565 873575 and ask for James

DIAL-AN-AD NUMBER
0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

SWAP my Zeni Golf for Flicky of World Cup, Italian '90 on the Megadrive. Call Shanaz after 4pm on 061366 0675.

FOR SALE ATARI LYNX with 4 games - Paper Boy, Zenophobe, Electro Cop and California Games. Phone 03552 42672 and ask for Jamie.

SPECTRUM + 2 £1600 worth of games, joystick, microdrives, mo-den, printer, interface 1, multiface 128, all leads. All for £200 ONO. Phone Jason on 0452 770616.

FOR SALE Amstrad CPC 6128 disk drive and computer. In perfect condition with cassette deck, leads and 500 great games. Unbelievable offer! Worth £2000 sell for £300 ONO. Call Andy on 081-530 7519 (London).

ATARI 520 FTFM includes mouse, joystick, 40 original games. Bargain at £200. Telephone 0533 403580 (after 5pm).

SEGA MEGADRIVE FOR SALE 9 games including Sonic The Hedgehog, Mickey Mouse, Super Real Basketball. Worth £500 sell for £300. Also Atari Lynx for sale with 4 games including Gauntlet 3 and California games. Costs £200 sell for £100. Telephone on 0706 521325.

ATARI LYNX FOR SALE still boxed includes mains adaptor and 2 games - Road Blaster and California Games. 3 months old, all for £100 ONO. Phone 0676 535041.

GAMEBOY FOR SALE excellent condition with 5 games - Tetris, Mario, Teenage Mutant Nija Turtles, Bobble Bobble and Magnifier and Light. Telephone 021 427 9287 (after 5pm).

1-8K SPECTRUM +2 - £50 ONO, 20 games, 1joystick or swap for 4 Sega Master Systems games, preferably good ones. Telephone 0706 60077 (Lancashire).

PC ENGINE GT 5 months old, still fully boxed, as new, 2 games, AC adaptor, batteries, 22 magazines. Worth £330 will accept £230 No Offer. Phone 081-529 5858 (anytime).

FOR SALE Nintendo with 3 games - Megaman 2, Skate or Die and 10 Yard Fight. Price £110. Call 554 6379 and ask for Andrew.

10 PC ENGINE GAMES - F1 Circus '91, Splatter House, Operation Wolf, Die Hard, Pac Land, Shinobie, Vigilante, Chase HQ and The New Zealand Story. £18 each or £170 the lot. Phone 081 529 5858 (anytime).

FOR SALE Amstrad CPC 464 with green screen, plus TV modulator and 40 games. Price ONLY £100. If interested phone Mark on 081 529 4357 buyer collects.

GAMEGEAR with 4 master system game, 2 gamegear games, master gear adaptor plus AC adaptor. Excellent condition still boxed. Sell for £180 or swap for Amiga with games. Telephone 0272 441097 and ask for James.

MEGADRIVE GAMES TO SWAP - Japanese Wrestle Wars and English Populas. Any games considered. Phone Mark after 5pm on 0926 339181.

SEGA MASTER SYSTEM with 17 top games including Physco Fox, California Games and Altered Beast. Will sell for £145 or swap for a Megadrive with a few games. Telephone 025485 3051.

THE MICROSELLS cont.

TO ALL AMIGA OWNERS I have the latest Number 1 game for Amiga. Its Jimmey Whites Whirlwind Snooker. It has all the stuff in it - the disk, the manual, a free chalk and the history and rules of Snooker.. If you would like to buy this, please contact Nelson - 0282 690 990. For a reasonable price of £15-00.

SEGA MASTER SYSTEM plus 17 games and Spectrum 128K + 2 with over 100 games. Will swap for a Super Famicom with at least 4 games. Telephone number 025485 3051

SEGA MASTER SYSTEM + 17 games and a Spectrum 128K +2, with over 100 games will swap for Super Famicom with at least 4 games. Telephone: 025485 3051

SWAP Sinclair with 4 games for NES with Super Mario Bros. Call after 5pm 0293 782980 ask for little David. Also games are for sale £1 each

ATARI STFM with joystick, mouse, mat, loads of games and black and white television. £300 only. Phone Anthony after 5pm on:051 339 0733

BOXED ATARI STFM for sale, joystick, mouse, mouse mat, £150 worth of software and black and white TV, in very good condition. Phone Anthony after 5pm on:051 339 0733. Will sell for £310.

ZX SPECTRUM +2 computer, comes with 1 joystick, lightphaser and 70 games. Games include Midnight Resistance, Italy 1990, Gazza, Batman and Robocop. All for £100. Telephone: 0733 78398

FOR SALE Gameboy, 3 games, 2 player lead, ear phones and view boy, boxed as new. £80. Phone Nick on: 081954 4463 after 5pm

SWAP Gamegear and GG Shinobie for NES and 1 games. Telephone Rick on: 0706 214487

SPECTRUM +2 with joystick and £120 worth of games, including Super Cars and Italy 1990. Its in very condition. Selling for £130. Phone Roger on: 021 360 5152

SPECTRUM +2A 128K computer, includes mouse and art package, light gun and 7 light gun games, Cheetah joystick, £200 worth of games, brilliant condition. £160. Telephone Warrington (0925) 413003

FOR SALE C64 New Model, with a data cassette, light gun, with 55 games including Super Monaco, and some magazine games. Excellent condition. Looking for £180 ono. 1 year old. Phone Sandeep after 4pm Monday - Thursday on: 081897 9663

AMIGA A500 1 meg, boxed as new, colour stereo monitor, 3 stereo joysticks, 2 mice, 30 demo disks, 50 top games all over 93%. All this worth £2,150, will sell for 500. Ring: 0494 765560

AMSTRAD CPC disk drive, 47 games on the disk swap for Megadrive with 3 games or sell for £150.Write to Stephen Ramsdale, 213 Crambrook Road, Redland, Bristol. Telephone: 0272 441204

MASTER SYSTEM with 3 games swap for Gamegear with a few games or sell for £90. Phone Stephen on Bristol 441204

FOR SALE Amiga goods, master sound sampler for recording music on Amiga, Software - License to Kill, Budokhan, Afterburner, Hydra, Thunderblade, Operation Thunderball. Great gift. All for £60. Telephone: 081 907 2361

SEGA MASTER SYSTEM for sale, good condition, includes 4 games and 2 control pads. Bargain only £70. Contact Jo or Tony on: 0604 494945

THE MICROSELLS cont.

AMIGA A500 1 meg, boxed as new 14" colour stereo monitor, 3 pro joysticks, 2 mice, 30 demo disks, photon paint, 50 top games all over 93%. All this worth £2,150, will sell for just £500. Ring : 0494 765560

SPECTRUM + 28 - Operation Wolf, light gun pack plus Batman. Price £70. Multiprint printer interface for Spectrum 48K hardly used, boxed as new. Price £25. Call Simon 081- 908 0517 (don't worry about answer phone).

DOUBLE DRAGON for Gameboy £10. Call Simon 081-908 0517 (Don't worry about answer phone).

ATARI ST GAMES FOR SALE - Curtain, R-Type, Blood Money and 26 others, 43 demo's - £95. 3 Lynx games - Rygar, Gates of Zendicon, Chips Challenge - £15 each, $30 all three. Call 061 941 4322.

NINTENDO GAMES FOR SALE - Batman £30, Roth of the Black Manter £20. Phone 0993 704 977.

MASTER SYSTEMS GAMES for sale - Corteck, Outrun, Heavy weight Championships - all for £40 or £15 each . Or Swap all 3 for either WonderBoy 3 or Super Monaco GP. Phone Matthew on 0272 869334.

WANTED Nintendo NEF. Willing to pay up to £35, no games necessary. Phone William on 081-878 1873.

POW MEGADRIVE runs all cartridge with 6 games including Super Monaco, Fantasy Star 2, Arrow Flash, Fatman and Thunder Force 3. Price £220 or swap for Amiga or POW Super Famicom.. Call John on 0532 695 615 after 4pm.

PC ENGINE POW for sale, excellent condition, 1 joy pad and 1 pro joystick - Auto Fire. Including Atonic Robokid, all boxed, all for £95. Call John on 0532 695 615 after 4pm.

I HAVE Gynog, thunder Force 3, Wrestle war, Which Japanese to swap on the Megadrive. Any games considered, I especially want Revenge of Shinobie, Spiderman, Sonic and EA Ice Hockey. Please phone 07697 7722 and ask for Jasper. I will also sell these games.

SUPER FAMICOM SCART -unwanted gift, used once. Price £150 ONO. Telephone on 081-788 9910. A bargain not to be missed!!!

NINTENDO FOR SALE plus lapper and controls with 4 great games including Solo Jetman and Shake, Rattle and Roll. Worth £160 sell for £110. Phone Duncan on 0932 854 083 between 6-9pm.

ATARI ST GAMES FOR SALE Double Dragon £3, After Burner £3, Star Wars £3, Outrun £3, Back To The Future 2 £10, Golden Axe £10 and Leisure Suit Larry £15, Flight Simulator2 £15 and Robocop £10. Contact Joel on 081-952 9698.

WANTED for Megadrive - Streets of Rage, John Maddens, Mickey Mouse, Jail Rings, Strider, Hell Fire, Ghouls and Ghosts, Super Monaco GP. Pay £10 - £15 - got to be in good condition. Phone 061 766 4939.

GAMEBOY FOR SALE 3 games Burai Fighter, Super Mario Land and Tetris. Games and console boxed, also headphones and 2 player lead. Price £75. Phone James on 0923 825722.

NINTENDO. Deluxe entertainment system. excellent condition with original box. Includes control desk, 2 game controller, zapper gun, robot and 10 games. All boxed and with instructions. Price £175. Call 021 353 7375.

DIAL-AN-AD-NUMBER 0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

ATARI LYNX boxed with 3 games, Gauntlet, Rygar, Blue Lightening plus power supply. Very good condition. Worth £180 sell for £99 - Phone Lawrence on 0522 528365.
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THE MICROSELLS

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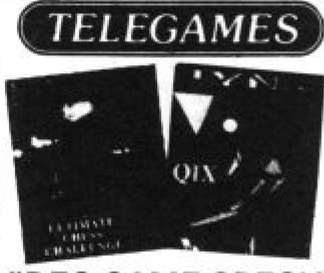
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PREVIEW



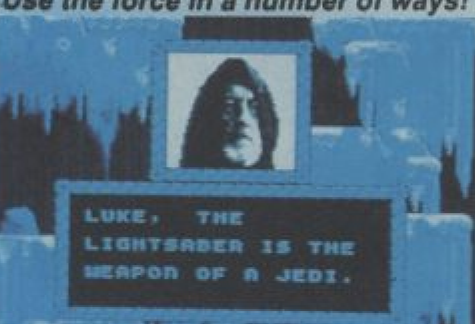
LUCASFILM

Still bowled over by the incredible Star Wars Review seen earlier in this issue? Well, that's just the start of the thrills 'n' spills for NES fans - 'cos The Empire Strikes Back is on the way! You'll already know that Star Wars on the NES is the best thing since Darth Vader's hairdo, and from the looks of things Empire looks set for even greater things!

▲An imperial walkerstalks the rebel base



▲Use the force in a number of ways!



▲A bit of advice from the old master

THAT'S IT - THE REBELS ARE THERE

Just like the movies, Empire picks up where Star Wars left off - and the ultimate aim of the game is the defeat of Darth Vader in a showdown light-sabre battle to end 'em all! The action will take place across three planets and features enormous paths to explore. The game will also allow you to develop skills as you progress, operating loads of ships and weapons and even taking on those hulking great Imperial Walkers in a whiffy little Snowspeeder - just like the movie.

THE EMPIRE STRIKES BACK

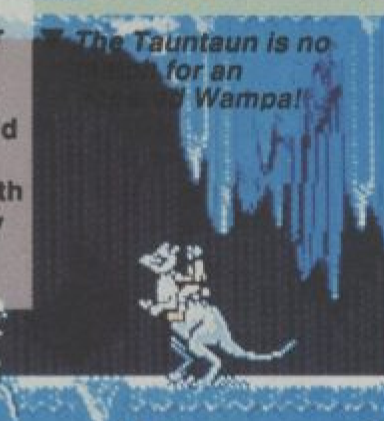
I WANT THAT SHIP, NOT EXCUSES

Destroying the Death Star from the first game isn't the end of your quest. Oh no, matey! This time round you'll get to master the force and take on old Darth himself in a pants-fillingly exciting face-to-face climax!

APOLOGY ACCEPTED, CAPTAIN NEEDAH...

The good news is that the game has been developed by those topper dudes at Lucasfilm - they made the movie, for Cliff's sake, so it's got to be good! The bad news is that the game won't be available for a while, so in the meantime you'll just have to drool over these screen shots and rush out for Star Wars instead!





▼The Tauntaun is no match for an [illegible] Wampa!

VERSION	DATE	PRICE
NES	TBA	£ TBA







GAMEBOY

GAME GEAR

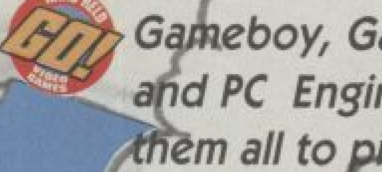
LYNX

PC ENGINE GT

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GAMEBOY

GAME GEAR

LYNX

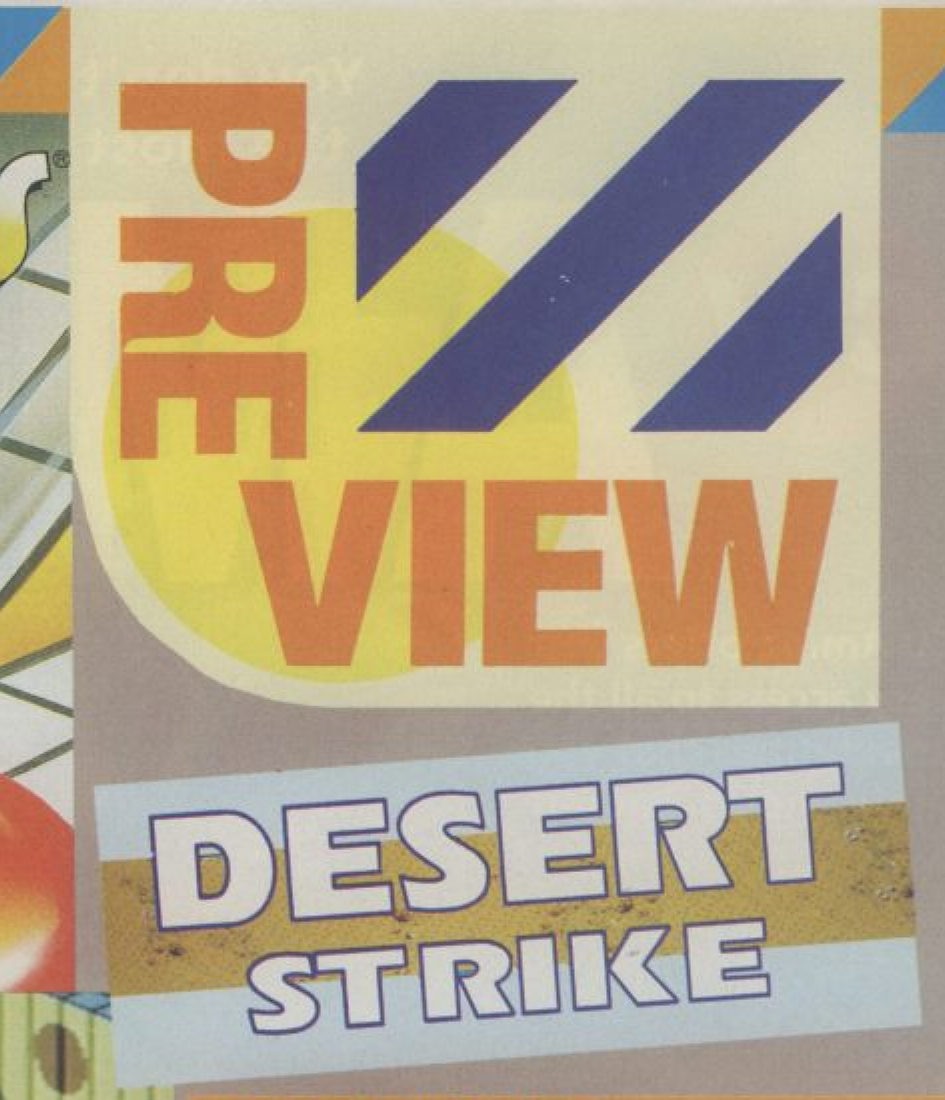
PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT



MARBLE MADNESS

VIRGIN

Roll on! It's out on NES, Gameboy and Megadrive - now get ready for Marble Madness on the Sega Master System! This kerrrazzzy classic sees the player controlling a marble lost in a world of sadistic steelies, awful acid pools and manic mazes - the object being to escape! All that stands between you and the exits to each level is the time limit - a limit which gets ever-shorter the further into the game you proceed. A tall order for a marble - but one which must be overcome if you are to succeed!
Virgin, fitting this conversion into their oh-so busy schedule, showed us an almost complete version of the game and we were well impressed. Almost all the features of the coin-op are in there, with graphics closely resembling those of the coin-op! Something they haven't been able to include is the moving wave effect on level two, due to the fact that it would have took the size of the game over the cartridge capacity - and to bump up the cart size would have cost the punter around a tenner extra! This omission shouldn't damage the gameplay - we'll find out when we review the game damn soon.



Silly Zone! Don't avoid the baddies!



First level and it's all downhil from here!



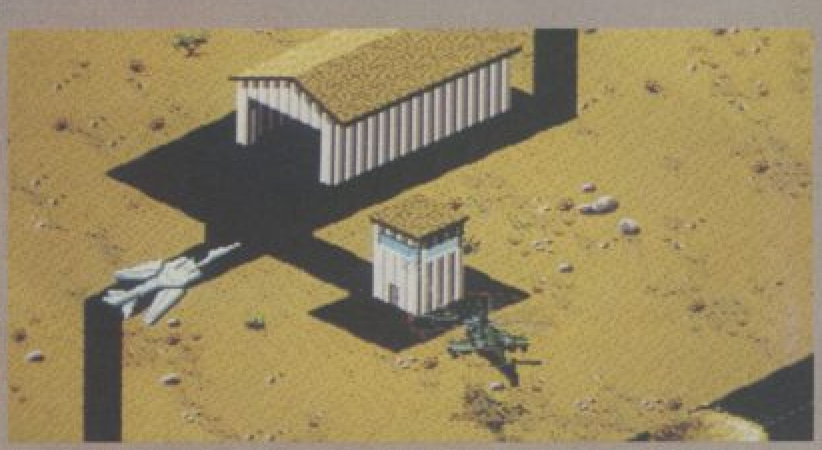
Ride those narly waves dude!

VERSION	DATE	PRICE
MASTER SYSTEM	TBA	£ TBA

DESERT STRIKE

ELECTRONIC ARTS

What's very big, very busy and keeps coming out with totally brill games? Electronic Arts, that's what! Not content with some of the best Megadrive titles evar, they're all set to release another which will probably add to the list!
Desert Strike puts you in charge of a pretty spanky chopper and right in the middle of a total war scenario. Basically the idea is to blow away as much of the opposition as possible, while keeping your own backside in one piece. It's a forced perspective 8-way scrolling affair, featuring some spanky graphics and well 'ard gameplay. As usual the CVG pilots have already taken an early version of Desert Strike for a bit of a spin, and it's looking the biz. More new just as soon as...



Incredible helicopter antics! Strafin', bombin' blastin' fun!



VERSION	DATE	PRICE
MEGADRIVE	TBA	£ TBA



CORPORATION

VERSION	DATE	PRICE
MEGADRIVE	TBA	£ TBA

VIRGIN

Ooh 'eck, missus - you Megadrive maniacs are in for a bit of a treat when Virgin unleash their long-awaited conversion of this 16-bit smash onto a ready 'n' willing world. Corporation pits the player against the might of, um, you guessed it, The Corporation - a gang of well bad beasties who have engineered all sorts of evil nasties: and you've got to beat the lot before the boot you well and truly up the bottom.

The game went down a storm on 16-bit machines everywhere, combining some pretty nifty 3D with cryptic puzzles, natty nasties and arcade-style scrapping laffs! Stun guns at the ready, the CVG boyos have already taken a sneaky peak at the game and reckon it's looking well wicked. Virgin are currently putting the finishing touches to the game, which should be unleashed in the Spring - so look out for the Review to end all reviews on these tasty pages pretty bloody soon!

▲ The Corpration knows all, sees all

▲ Let the ugly goon have it!

▼ Chuck Rock deals with a sabre-toothed pussy!

▼ Oh no! Death from the skies!

CHUCK ROCK

MEGADRIVE

Still with those busy beavers down at Virgin - they're all set to bash all and sundry over the head with a very big belly by the name of Chuck Rock! For sad nobodies who don't know any better, Chuck Rock originally came from Core and was one of the most popular games on home computer - featuring the antics of a seriously dippy Caveman and the equally crazy cavemen who live in his laff-a-minute world.

The aim of the game is to belly-butt your way through more than 500 screens of action as Chuck rocks away and tries to rescue the lovely Ophelia from his love rival Gary Gritter! Featuring loads of laffs and some criminally addictive gameplay, Chuck Rock looks like a great title for console - and rest assured we'll be giving it the full CVG treatment as soon as we possibly can, if not sooner...

VERSION	DATE	PRICE
MEGADRIVE	TBA	£ TBA

PREVIEW

LUCASFILM/US GOLD

The man with the hat is back! And this time, the game isn't based on a movie! Indiana Jones returns in a new Lucasfilm adventure, the idea for which comes from an Indy comic book, The Fate Of Atlantis - in which Henry Jr is trying to find a gizmo which will save Atlantis. Hot on his tail, as ever, are those nasty Nazis, who also want to rescue the lost city but for very different reasons - they want to harness its immense power and use it for evil. Joining Indy for the first time is Madame Sophia Hapgood, who follows our hero, not just because she's gorgeous and looks good on our screens, but also due to the fact that she can offer lots of assistance throughout the quest. And you'll need all the help you can get when you pick up that whip and don your jacket and hat, because there ain't no video of the film to refer to!

INDIANA JONES THE FATE OF ATLANTIS

Indiana Jones - The Fate Of Atlantis is to be the second Lucasfilm game to be given the iMUSE treatment (the first, Monkey Island 2 - LeChuck's Revenge, is reviewed in this very issue!) so expect something very sexy in the sound department. As you can see from the screenshots, Indy 4's graphics are of the usual high quality - let's hope that the gameplay at least matches that of Indiana's Last Crusade. We'll be reviewing Indiana Jones - The Fate Of Atlantis pretty darned soon - as usual!

Give | Pick up | Use
Open | Talk to | Push

VERSION	DATE	PRICE
PC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA

VIRGIN

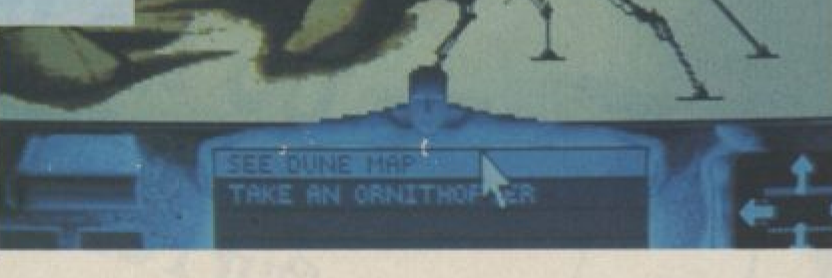
Alright, so it wasn't exactly the best film of all time - but the computer game of the film could turn out to be one of the best PC titles ever! Those busy bees down at Virgin are all set to unleash this mammoth title pretty soon, and the early versionb we've already seen is looking grand. Basically the game is a big-time world conflict affair in which you struggle against your enemies for control of the goody which makes the world go round - spice. Dune features some totally fab graphics and a style of play all of its own, and should definitely be one to watch out for.

VERSION	DATE	PRICE
PC	SPRING	£ TBA

DUNE







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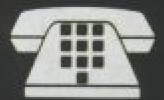
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Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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